

HANDBOOK

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Welcome to the City of Las Vegas Corporate Challenge!

Corporate Challenge is patterned after the Olympic Games and is one of the largest amateur athletic events in Southern Nevada. But Corporate Challenge is not just for athletes! The non-athlete can volunteer to assist at the games or come as a spectator and cheer on the company team. Of course, friends and families are always welcome!



Corporate Challenge:

- builds morale
- · develops team work
- instills company pride
- develops networking opportunities
- enhances employer/ employee relations
- promotes company recognition in the community
- provides physical and mental conditioning for employees

Many companies record employee efforts on video and show the films during recruitment efforts, at new employee orientations and, periodically, in the company dining room.

All of us at the Department of Parks & Recreation work to make each event the best ever. If you have any questions, please call (702) 229-6706. We appreciate and value your support of Corporate Challenge.

Sincerely,

Director Tim Hacker

Department of Parks & Recreation



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Corporate Challenge Coordinator Andrea Anzalone: (702) 229-6706

FAX: (702) 385-1516

The city of Las Vegas
proudly supports
the Americans with
Disabilities Act. Athletes
inquiring about event/rule
modifications, please call
Andrea Anzalone at
(702) 229-6706.



HOW TO ENTER CORPORATE CHALLENGE

One fee covers participation in all Corporate Challenge events. Employee numbers reflect the number of <u>persons employed</u> by the company, not the number of participants.

Employee Base	Fee	Division
1,000+	\$2,400	A
301-999	\$2,200	B
1-300	\$2,000	С

Entry Deadline

Registration is accepted from Nov. 2 to Feb. 12.

All checks must be made payable to the city of Las Vegas.

Registration

Entry fee and completed forms must be delivered to:
Department of Parks & Recreation
City of Las Vegas Corporate Challenge
495 S. Main St., 5th floor
Las Vegas, NV 89101

Information: (702) 229-6706

FUNDING FOR CORPORATE CHALLENGE

Corporate Challenge is planned, organized and directed by the Department of Parks & Recreation. The games are financed by entry fees and sponsorship contributions.

Sponsors make a difference...

The primary funding source for Corporate Challenge is team entry fees. In our effort to keep these fees as low as possible, we offer sponsorship opportunities. A sponsor's financial commitment goes directly to help offset the costs that are not covered by these fees. If you want to enhance the quality of life in Las Vegas, then becoming a Corporate Challenge sponsor is for you!

As a sponsor, you receive a variety of benefits. For complete details, please call Andrea Anzalone at (702) 229-6706.

HOW CORPORATE CHALLENGE WORKS

Businesses compete within a division of companies of similar size. Divisions vary from year to year according to the number and size of teams entering Corporate Challenge.

Each company selects a company coordinator as the liaison between the company and the Corporate Challenge Office.

The Company Coordinator...

- handles company registration
- attends Corporate Challenge Coordinators' meeting
- selects team captains

The Team Captain...

- prepares the team to play
- secures practice times
- coordinates practices with individual work schedules
- assures that the team is on time for each game

Divisions and Teams

Teams are composed of employees from the various submitted corporate entities, either public or private. Three divisions of competition have been established to ensure that each company competes on an equal basis with other companies that have a similar number of employees. Small businesses may join together to form an aggregate "company" of up to 150 employees.

The city of Las Vegas Corporate Challenge coordinator will determine in which division a company will compete based on their number of employees.

Participant Requirements

- Minimum age is 18
- Must not be attending high school
- Work at least 20 hours per week
- Work in the Southern Nevada metropolitan area
- A player cannot participate on more than one team/company regardless of work situation.

Identification: Participant must carry proof of employment at all times. Acceptable identification is either a work photo identification card or a driver's license with current paycheck stub.

Substitute: Any employee who meets the above requirements and has signed a waiver may compete.

Retirees may compete for the company from which they retired. They must carry photo identification plus a letter on official company stationery stating...

- that they are retired
- the date of retirement, and
- the length of employment with the company.

They may be asked to present this letter at the events.

Note: If a protest regarding eligibility arises, the burden of proof will rest on the participant and the company's Corporate Challenge coordinator. Pay stub plus driver's license or a work ID card, which includes a picture, will be required.

Continues on next page...

How Corporate Challenge Works (continued)

Insurance and Release of Liability

Insurance is the responsibility of each team and individual player. There is no league coverage provided by the city of Las Vegas Department of Parks & Recreation. All participants must sign a waiver of liability when registering at the beginning of the Games.

Point System and Awards

Individual points determine the winning team in an event. Only the top six teams in each event receive team points. Team points determine team standings. In the case of a tie, points are divided.

Point System

- 10 points for 1st place
- 8 points for 2nd place
- 6 points for 3rd place
- 4 points for 4th place
- 3 points for 5th place
- 2 points will tie for 5th place*
- 1 point for 6th place
- - * In the event that there is a tie for fifth place, each team will receive two points and no points will be awarded for sixth place.

As of this year, the point system will be attributed to new events.

Ties in the championship standing will be broken in the following order:

- 1. The team with the most first places.
- 2. The team with the most second places.
- 3. The team with the most third places.
- 4. The team with the most fourth places.
- 5. The team with the most fifth places.
- 6. The team with the most sixth places.

Bonus Points

Companies can earn one bonus point for:

- Attending the Company Coordinators' meeting
- Attending Captains' meetings
- Participating in the Torch Relay
- Participating in the Parade of Banners
- Participating in the Executive Relay
- Participating in the UBS Blood Drive
- Participating in the Volunteer System
- Participating in the Mayor's Health Initiative
- Participating in the Charity Challenge
- Participating in the American Red Cross

Event Awards

Awards and medals for each event are identical in each division.

The individual or team who places first, second, or third receives a gold, silver or bronze medal at the end of the event.

The 1st place team of each event receives a plaque at Closing Ceremonies.

The top three teams in each division receive a trophy at Closing Ceremonies.

Corporate Challenge Coordinator, Andrea Anzalone, (702) 229-6706 FAX: (702) 385-1516

ORGANIZING YOUR TEAM

Emphasize the fun and spirit of the games and that being a member of the company team is what is important, not athletic ability. There are enough fun sports and events for everyone to get involved.

We will have meetings for the team captains before the events so we can check for the teams actually playing and to update information. This will help to avoid forfeits. Companies will earn a bonus point for attending.

Verification of Events Form

Return this form to the Corporate Challenge event coordinator. We use this form for scheduling and bracketing. If the information is incorrect or late, your team may be ineligible for specific events.

Team Roster

A team roster must be submitted for certain events and this form must be <u>typed</u>. Be sure to include the name of the team captain. If the team captain is also a player, he/she must also be listed on the roster.

The rosters are available online at www.lasvegasparksandrec.com. Rosters must be turned in no later than two weeks before an event.

If we do not receive a roster, your company may not be eligible to enter a team in that specific event.

Participant Waiver (By Event)

Each participant must complete and sign a waiver at the time they register for events. Waivers will be supplied at each event.

Team Supplies

Teams must supply their own uniforms and equipment, unless stated otherwise in the Corporate Challenge Handbook. Teams must also provide water or supplemental drink for their athletes in the outdoor events (e.g., 5K Run, Walk Race, Bike Race, etc.).

Uniforms (Team sports, i.e., softball, basketball, soccer, flag football)

The team shall wear the same shirts with permanent numbers, 6" or 8" high on back or front. (No tape or stick-ons, etc.). Sleeve print can be 4".

Check In

Team captains are responsible for checking in their team with the Event Coordinator 20 minutes prior to the start of an event, unless stated otherwise in the handbook.

If you have any questions, please call.

Corporate Challenge Coordinator, Andrea Anzalone at (702) 229-6706. FAX: (702) 385-1516

THE GAMES



Scheduling and Seeding

Company team coordinators will be notified of all event schedules, starting locations, maps, etc. Event times will be approximate and may vary slightly due to weather and/or unforeseen delays. Please remember GAME TIME IS FORFEIT TIME.

Some events are seeded as per last year's results.

Contact your event coordinator to determine if your event is seeded or not.

Forfeit Times

If a team fails to show at the scheduled starting time, a forfeit will be declared by the official.

Protests

(See the specific event for the proper procedure.)

All protests must be submitted in writing and accompanied by a \$25 filing fee, except as noted in the softball rules. This filing fee is refunded if the protest is allowed. A protest can be filed on a question of the eligibility of an opponent or other game rules. Protests based solely on judgment calls are not accepted. (On judgment calls, the referee's or judge's decision is final.)

The authority to determine all protests rests with the Corporate Challenge coordinator and/or appointed committee. All decisions will be rendered in a timely manner.

Unsportsmanlike Conduct

The Corporate Challenge staff shall have the power to disqualify, suspend, or remove any manager, coach, player, spectator, or team and/or company that exhibits unsportsmanlike behavior before, during, or after the game.

OPENING CEREMONIES

Saturday, March 5, 2016 Activities start at 3:30 p.m.

Agenda

- Family Fun
- Executive Relay [earn one (1) bonus point]
- Parade of Flags & Banners [earn one (1) bonus point]
- Corporate Challenge Opening Ceremonies
- Music Entertainment

We encourage all companies in Corporate Challenge to join us in this symbolic opening of the games. If you wish to participate in Opening Ceremonies and earn a bonus point, please call (702) 229-6706 and submit your verification form to participate in the Parade of Banners.

CLOSING CEREMONIES

"A Tribute to All Challengers"
Saturday, May 14, 2016
Starting at Noon

Good sportsmanship calls for challengers to congratulate the victors. Join us when we pay tribute to the champions of the Corporate Challenge games during Closing Ceremonies.

Presentations

- Division Winners
- "Person of the Year"
- Director's "Sportsmanship Award"
- United Blood Services Top Donors
- American Red Cross Top Donors
- "Volunteers of the Year"
- Team Jersey Contest Winners

Pertinent information will be sent to the Company Coordinator.

Call Andrea Anzalone at (702) 229-6706 for more information.



TORCH RELAY

Corporate Challenge has several ceremonies patterned after the Olympics. One of them is the Torch Relay. The relay starts with the lighting of the torch at a selected site. From there the torch is routed throughout the community to gather as much public exposure as possible. The torch is then used to light the cauldron at Opening Ceremonies to declare the opening of the games.

The route is carefully planned, taking into consideration the time of day and traffic patterns. All hand-off points are designated to be convenient and safe. We invite all the companies participating in Corporate Challenge to be a part of this symbolic opening of the games.

If you wish to participate, indicate so on the Verification of Events form and submit to the Corporate Challenge Coordinator. Companies participating in this event will receive the route and assigned time frame the week prior to the Torch Relay. One bonus point will be given for running a leg of the relay.

All participants must run (not walk) with the torch.

CORPORATE CHALLENGE IDOL

We are looking for someone to sing the National Anthem at the Corporate Challenge Opening Ceremonies. Auditions will be held Feb. 24, 2016, at the East Las Vegas Community Center located at 250 N. Eastern Ave. You must call (702) 229-6706 to reserve your audition time or e-mail to aanzalone@lasvegasnevada.gov.

EXECUTIVE RELAY

This is an opportunity for the "upper echelon" to win the first medals of the Corporate Challenge games. Presidents, VPs, managers, etc., demonstrate their athletic prowess in a variety of specially-designed activities. The event is held at Opening Ceremonies. To enter you must complete and submit your verification form to the Corporate Challenge coordinator. All participating teams will receive one bonus point.

CHARITY CHALLENGE

Are you not competitive? Do you not have an athletic bone in your body? If this is you, we have the perfect activity for you! Las Vegas has so many local charities that are in need of volunteers and this is a great way to be a part of the Vegas community. By donating 10 hours of your time to the charity of your choice, you can earn one bonus point for your company. You may combine your hours with coworkers hours to equal the 10 hours. Maximum of 20 points per company may be earned. The charitable organization must sign off on a provided Corporate Challenge form for all volunteer hours donated. Remember, this is to benefit a local charity and for a good cause. The Charity Challenge is based off the "honor system" and there should be no cheating.

JOIN THE TEAM!

Corporate Challenge has openings for individuals to assist with registration, scorekeeping, setting out equipment, and general "go fer" duties. We'll teach you everything you need to know!

Workers are needed for particular events only. First come, first served is the policy for all assignments. Check the game schedule for dates and times and then call the Corporate Challenge volunteer coordinator at (702) 229-1515.

VOLUNTEER BONUS POINT SYSTEM

.25 bonus point per person with a one-hour volunteer service minimum per event.

Maximum of 10 points per company.

Each volunteer with a minimum two-hour volunteer service time will have his/her name entered in a raffle that will be held at Closing Ceremonies. Winner need not be present to win.

The individual who contributes the most time to help with Corporate Challenge will receive the "Volunteer of the Year" award and a special gift at Closing Ceremonies.

DIRECTOR'S SPORTSMANSHIP AWARD

The recipient of this award is not necessarily the team with the most points, but the team that best exhibits sportsmanship, cooperation, spirit, and teamwork throughout the games. The Event Coordinators select the winner by awarding points to each team, based on several factors, including...

- Attendance at meetings
- •Wearing uniform with dignity
- •Fielding a full team for each event
- •Promptness and readiness to play
- Participation of all team members in the events
- •Respect shown to officials and opponents

The winner will receive a trophy at Closing Ceremonies.



BLOOD DRIVE

A DIVISION OF BLOOD SYSTEMS, INC. A NON-PROFIT CORPORATION

Every company in Corporate Challenge is invited to participate in sponsoring blood drives. The company in each division that

compiles the most donations will receive trophies from United Blood Services at the closing ceremonies. Each company that participates in a blood drive will also earn a Corporate Challenge bonus point.

Anyone can contribute toward the company's total donations...employees, friends, relatives, neighbors, etc. (Donors must identify what company is to receive credit at the time of their donation.) Individuals who are competing in any of the more strenuous aerobic activities can donate early in the competition or after the event without hindering their performance.

To schedule a Blood Drive for your company, please call (702) 304-6547. For in-center donations and appointments, call (877) 827-4376. Walk-ins are also welcome.

United Blood Services center locations include:

- 6930 W. Charleston Blvd. (near Rainbow) 4950 W. Craig Road (near Decatur)
 - 601 Whitney Ranch Drive, Bldg. D, Suite 20 (near Sunset)



Blood Drive, Preparedness, **Volunteer**

Be Red Cross Ready AND earn points for the Corporate Challenge! Awards will be given to the company in each division that has earned the most points through any of the following Red Cross opportunities:

- Host a blood drive: The American Red Cross is the primary blood supplier to 9 of the 13 Las Vegas hospitals. Host a blood drive to ensure patient needs are met.
- **Disaster Preparedness:** Hold a disaster preparedness class at your place of business. The class can be tailored to fit your schedule, number of employees, etc.
- Volunteer: Become a registered Red Cross volunteer and your hours will count toward the corporate challenge. Combine your hours with other colleagues, friends, family to earn more points.
- Holiday Mail for Heroes, Home Fire Campaign, Pillowcase Project: The American Red Cross offers different ways for your organization to volunteer and participate

To host a blood drive call (702) 522-4000. For all other venues please call (702) 791-3311.

PERSON OF THE YEAR

If you have someone on your team, a volunteer or coordinator who goes above and beyond to make Corporate Challenge the best it can be, you can nominate them for the Person of the Year. The Person of the Year will be asked to light the cauldron during Opening Ceremonies for the upcoming year.

TEAM JERSEY CONTEST

Are you proud of your team jersey? Do you and your team members wear it with pride? Then submit it for the Corporate Challenge Team Jersey Contest. T-shirt should be submitted to the Corporate Challenge office by April 24, 2016. T-shirt can be delivered or mailed to: Corporate Challenge, 250 N. Eastern Ave., Las Vegas, NV 89101 Attn: Andrea Anzalone.

Additional information will be given out at the events and throughout the games.

MAYOR'S HEALTHY LIFESTYLE INITIATIVE

Mayor's Walk April 30, 2016 • 8:00 a.m.

Kellogg Zaher Sports Complex
• (2) Bonus Points

- Minimum of 5 participants from the team
- * Chance for family and friends to participate

SCORES, STANDINGS, AND ANNOUNCEMENTS

Corporate Challenge relies on e-mail to disseminate information to all teams. Information and results are updated daily. The Department of Parks & Recreation will e-mail information to your company coordinator. Help us to keep everyone informed; please read and distribute all pertinent information to your respective team members.



WHERE TO PRACTICE...

The following is a list of facilities that you might contact for practice times. Corporate Challenge does not provide any practice times or facilities.

5K Run

Course is 3.1 miles.

Suggest practicing at one of the high school tracks after school hours.

Please call the school in advance.

8-Ball

Practice on your own. Event will be held at:

Cue Club 953 E. Sahara Ave.(702) 735-2884

Archery

Practice on your own.

Impact Archery 6326 Dean Martin Drive(702) 701-7766

Badminton

Desert Breeze (702) 455-8334 Mirabelli Community Center (702) 229-6359

Event will be held at:

Dula Gym 441 E. Bonanza Road(702) 229-6307

Basketball

The following facilities are available by appointment only.

The following facilities are available	ne of appointment only.
Durango Hills LSC * (YMCA)	3521 N. Durango Drive(702) 240-9622
Veterans Memorial LSC *	101 N. Pavilion Center Drive(702) 229-1100
Chuck Minker Sports Complex*	275 N. Mojave Road(702) 229-6563
Doolittle Community Center*	1950 N. J St(702) 229-6374
Dula Gym*	441 E. Bonanza Road(702) 229-6307
Mirabelli Community Center*	6200 Hargrove Ave(702) 229-6359
Centennial Hills (YMCA)	6601 N. Buffalo Dr(702) 478-9622

Biggest Winner

Practice on your own. Go to www.GetHealthyLasVegas.org for more information.

Bike Race

The course is a 12-14 mile road track race. Practice on your own.

Bocce

Justice Myron E. Leavitt and Jaycee Community Park, St. Louis Ave. & Eastern Ave. ... First come, first served.

Bowling

Practice on your own.

Event will be held at:

Sam's Town Bowling Center 5111 Boulder Hwy.....(702) 456-7777

Continues on next page...

^{*} Subject to availability

BPong

Practice will be on your own. Event will be held at:

Lorenzi Park 3333 W. Washington Ave.

Chess

Practice on your own. Event will be held at:

Veterans Memorial Ctr. 101 N. Pavilion Ctr. Drive.....(702) 229-1100

Dodgeball

Practice on your own. Event will be held at:

E. Las Vegas Community Center 250 N. Eastern Ave.....(702) 229-1515

Fencing

The Red Rock Training Center 8352 W. Warm Springs, Ste 220

www.redrocktrainingcenter.com(702) 222-1901 or (702) 349-1667

Flag Football

Contact the city of Las Vegas Sports Office for available practice times and locations at (702) 229-1642.

Golf

Practice on your own. Event will be held at:

Las Vegas Golf Club 4300 W. Washington Ave.(702) 646-3003

Horseshoe Pits (First come, first served)

Located at:

Bruce Trent Park Vegas Drive & Rampart Boulevard Mojave Road & E. Washington Avenue Freedom Park

Hillpointe Road (Summerlin) Hills Park W. Wayne Bunker Family Park Tenaya Way & Alexander Road

Kickball

Contact the City of Las Vegas Sports Office for available practice times

and locations at 229-1642.

Laser Tag

Practice on your own. Special rates will apply to Corporate Challenge participating

companies.

Event will be held at:

7361 W. Lake Mead Blvd.....(702) 243-8881 Laser Quest

Outdoor Volleyball

Centennial Hills Park Buffalo Drive, south of Elkhorn Road (702) 229-1642 Sunset Park Eastern Avenue & Sunset Road......(702) 568-2063

Pickleball

Durango Hills Park 3545 N. Durango Drive 3250 Meto Academy Way Police Memorial Park

Free clinics will be held Saturday mornings. Please call John Sloan at (702) 556-6331 or

lasvegaspickleball@aol.com to set up practice times.

Continues on next page...

Poker "Texas Hold'em"

Practice on your own. Event will be held at:

Cannery Casino & Hotel 2121 E. Craig Road

Racquetball

Minker Sports Complex 275 N. Mojave Road(702) 229-6563

A 1-day advance reservation is required.

Fee: \$7 per hour for 2 players and \$3 for each additional player.

Range Shooting

Practice on your own. Wed. & Thurs. 8 a.m. - 10 p.m.; Fri., Sat. & Sun. 8 a.m. - 5 p.m. Clark County Shooting Complex 11357 N. Decatur Blvd.....(702) 455-2000

Skeet Shooting

Practice on your own. Wed. & Thurs. 8 a.m. - 10 p.m.; Fri., Sat. & Sun. 8 a.m. - 5 p.m. Clark County Shooting Complex 11357 N. Decatur Blvd.....(702) 455-2000

Soccer & Softball

Contact the city of Las Vegas Sports Office for available

practice times and locations at (702) 229-1642.

Soccer:

Kellogg-Zaher Soccer Complex* 7901 W. Washington Ave. (at Buffalo Drive)

Big League of Dreams

3151 E. Washington Ave.(702) 642-4448

Softball:

Doc Romeo Park 7400 Peak Drive (Buffalo & Chevenne)

Lorenzi Park 3333 W. Washington Ave.

3151 E. Washington Ave.(702) 642-4448 Big League of Dreams

Swimming

Please call the pools listed for availability.

City of Las Vegas Aquatics (702) 229-6309 City of Henderson(702) 267-2133 Clark County Parks & Recreation (702) 455-2063 YMCA.....(702) 877-9622

UNLV Aquatics Department (702) 895-3636

Table Tennis

Reservations required.

Dula Gvm* 441 E. Bonanza Road(702) 229-6307 Mirabelli Community Center* 6200 Hargrove Ave.....(702) 229-6359

Tennis

Angel Park Westcliff & Durango Drive

Bob Baskin Park S. Rancho Drive & W. Oakey Boulevard Bruce Trent Park Vegas Drive & Rampart Boulevard

S. of Maverick Street & Smoke Ranch Road Charleston Heights Park

Darling Tennis Center 7901 W. Washington Ave. Hills Park Hillpointe Road (Summerlin) W. Wayne Bunker Family Park Tenaya Way & Alexander Road

Track & Field

We suggest using one of the high school tracks after school hours.

Trap Shooting

Practice on your own. Wed. & Thurs. 8 a.m. - 10 p.m.; Fri., Sat. & Sun. 8 a.m. - 5 p.m. Clark County Shooting Complex 11357 N. Decatur Blvd......(702) 455-2000

Trivia Challenge

Practice on your own. Event will be held at:

Lieburn Senior Center 6230 Garwood Ave.....(702) 229-1600

Volleyball

The following facilities are available by appointment only.

Minker Sports Complex*	275 N. Mojave Road	(702) 229-6563
Dula Gym*	441 E. Bonanza Road	.(702) 229-6307
Mirabelli Community Center*	6200 Hargrove Ave	.(702) 229-6359
Veterans Memorial LSC*	101 N. Pavillion Center Drive	(702) 229-1100

Walk Race

Course is relatively flat and approximately 2.5 miles. Practice on your own. We suggest using one of the high school tracks after school hours.



5K RUN



Format: Coed teams may consist of 2 runners in each category; total 40 runners, plus wheelchairs. **No alternates.**

Categories:

	<u>Female</u>			<u>Male</u>	
18-24	40-44	60-64	18-24	40-44	60-64
25-29	45-49	65+	25-29	45-49	65+
30-34	50-54	Wheelchair (Open)	30-34	50-54	Wheelchair (Open)
35-39	55-59		35-39	55-59	

Rules:

- 1. Runners must start at the same time and run the same course as marked.
- Runners cannot cut corners or deviate from the designated course. Violators will be disqualified.
- 3. Participants will be running against time.
- 4. Water and first aid are provided at aid stations along the course and at the start/finish line.
- 5. All runners will compete in the proper age group. Running up or down in age groups is not permitted.
- 6. $1^{1/2}$ hour maximum run time.
- 7. There is no pacing of runners. You must be a registered participant to compete.

Scoring: Team score is determined by the points given for first through sixth place in each category. The team with the most points down to sixth place will receive points towards the Corporate Trophy.

Awards: Individual medals awarded in each category for 1st, 2nd, and 3rd place.

No strollers, bicycles or pets allowed.

^{*} Subject to availability

8-BALL

Format: Coed team: 1 man and 1 woman.

This tournament is single elimination with a maximum of five (5) games in a match. The winning team is the first to score three wins (3 out of 5).

The game: The game is played with a cue ball and 15 object balls, numbered 1 to 15, inclusive or divided into two colors as in an 8-ball set. One player must pocket balls of the group numbered 1 through 7, while the opponent has 9 through 15. The player pocketing his group first and then legally pocketing the 8-ball, wins the game.

Break: Start of play is determined by a coin flip. The losing team breaks in all subsequent games. The breaker must make an open break (4 object balls to the rail). If not, opponent has the option of accepting the table in position and shooting, or having the balls re-racked and breaking himself. All balls pocketed on the break remain pocketed whether or not the shot is legal. If the player makes the 8-ball on the break, and the cue ball does not scratch or jump the table, he/she wins the game.

Alternating shots: The winner of the coin toss (male or female) continues to shoot until a missed shot or foul occurs. At that time, the opposing team (male or female) begins at the table. After a foul or missed shot is committed, the opposing team shall alternate shooters from a man to a woman or visa versa.

Choice of group: Choice is determined if a ball from only one group is pocketed on the break shot. If balls from both groups are pocketed, the choice remains open until a player legally pockets another ball during his/her inning at the table.

Call your pocket: On a team's final ball (8-ball), the player must mark the intended pocket before the shot. Failure to do so results in penalization. The target pocket must be made obvious by the shooter placing a marker score sheet indicator and pointing at the intended pocket prior to the shot.

Rules:

- 1. Alternates: Each team is permitted two (2) men and two (2) women as alternates. The alternates can relieve teammates only at the conclusion of a game.
- 2. Cue ball only fouls: The only fouls called will be those committed on the cue ball. If an object ball is touched, the opposing player has the option to place the moved ball back to its original position or leave it as it is; it is not a foul.
- 3. Anytime a ball is jumped off the table, the ball remains down and foul #1 applies.
- 4. Intentional 8-ball pocketed: Should the 8-ball be pocketed and not be the object ball, the team pocketing it loses that game. An 8-ball jumped off the table, or the cue ball jumped off the table while shooting the 8-ball, is cause for loss of that game.
- 5. Anytime a player is shooting on the 8-ball and scratches the cue ball in a pocket, the shooter loses the game.
- 6. Any shooting foul: Ball in hand to opponent.

8-Ball (continued)

- 7. Combination on 8-ball: The 8-ball may not be hit first on a combination shot to pocket an object ball.
- 8. Break: Scratch on the break cue is placed behind the line.
- 9. Ball frozen to cushion: If a ball is frozen on a cushion, the player must be notified. When playing such a shot, the player must contact the frozen ball and:
 - a. Pocket the frozen ball
 - b. Cause the cue ball to contact a cushion, or
 - c. Drive the frozen ball to another cushion, or
 - d. Cause another object ball to contact a cushion, or
 - e. Pocket another object ball from either his or her opponent's group. Failure is a foul and ball-in-hand will apply.
- 10. Frozen cue ball: When the cue ball is in contact with a player's object ball, player may play directly at the object ball in contact with cue ball and must accomplish one of the five alternatives shown under "Ball Frozen to Cushion." Failure is a foul. Fouls
 - a. One foot is not on the floor.
 - b. Anytime the cue ball or object balls are jumped off the table.
 - c. Failure to contact a rail with a ball after contacting one of player's object balls.
- 11. Time limit: 50-minute time limit on all matches. After that, the time on each player shall take one turn each to determine a winner based on remaining balls on the table.

Note: On all shots, the player must strike one of his group balls first and pocket an object ball, or cause the cue ball or any object ball to contact a rail. Failure is a foul and ball-in-hand applies. Combination shots are allowed; however, the 8-ball cannot be used as the first ball in a combination.

Scoring: A player is entitled to any ball of his/her group legally pocketed and he/she continues shooting until he/she fails to pocket a ball of his/her group or to execute a legal shot. After a player has legally pocketed all of his/her group of balls, he/she shoots to pocket the 8-ball. If the shooter hits one of his/her opponent's group of balls or the 8-ball before he/she hits one of his/her own, the shot is a foul. (Penalty #1 applies.)

Ball-in-Hand: Following any shooting fouls, the opposition shall have the advantage of placement (Penalty #1). Rather than shoot behind the head string, the foul shall result in the opposition having the cue ball-in-hand. They may place the ball wherever they feel it is most advantageous to their shot position. (See Fouls.)

Penalty #1: Player takes the cue ball in hand and places it in any legal position on the table. It is not required that the cue ball be placed behind the head string, though it may be in that position at times.

Forfeits and removals: The element of the games that shall remain uniform and consistent is the enforcement of the game times, rules, and good attitudes of the participants. Be sure you become familiar with the rules of the game and the time of your match.

8-Ball (continued)

Game time: Game time is forfeit time. This rule shall be enforced. Players must be prepared to play or have their alternate standing by to start a game. Upon agreement of teams, an official may allow a match to start late up to 10-15 minutes. (Arrive 15 minutes early for your second match.)

Call your own: The game will be played in a recreational manner. The sportsmanlike conduct of all participating individuals shall govern the fairness and atmosphere of the game. Each team shall serve as their own official until a disputed call requires an unbiased judgment. The judgment of the official is final!

Judge availability: Ample assistance will be available to make a judgment on calls. If a player feels that a call that is about to be taken is worthy of outside judgment, an official shall come over and view the call, and make a judgment if necessary. A judge's decision is final.

Decisions: The tournament official's decisions are final. The official's function is to eliminate the judgment of teams and places the final decision on his/her discretion. There shall be no discussions or debating a call. If an individual or team is unable to control their conduct after a decision, the official shall also retain the authority to <u>forfeit and remove any team from competition</u>. These games are intended for recreational activity and social camaraderie.

Protest: Any protests shall be dealt with immediately. The judgment on all protest decisions shall be final and a mature and fair conduct from all participants following that decision is expected.

Coaching: Coaching from the side is not permitted. A playing woman and man team may discuss any play options only among themselves; they are not allowed to accept outside team member advice. Each player must line up his or her own shot. No physical manipulation of the cue stick will be allowed by the other team member. Violations shall result in warning or in forfeiture.

Byes: The tournament bracket is done in four (4) divisions. This will mean that "byes" may be placed in the bracketing. An unbiased draw by the City of Las Vegas Department of Parks & Recreation will determine who is awarded a bye.

Unsportsmanlike conduct: Unsportsmanlike conduct is strictly prohibited and shall be dealt with immediately. Any team or individual who interferes with the orderly continuance of play shall be removed from the competition and the team will receive a forfeiture.

Awards: Medals will be awarded to the top three teams in each division.

ARCHERY

Format: 2 men and 2 women per team (maximum) Participants compete according to the following equipment categories.

Rules: The Archery Competition is governed by the Rules of the Corporate Challenge Round.

- A team will consist of two men and two women from a participating company.
- Teams with less than four archers may compete; but an archer may shoot in only one category
- Archers shooting within the same equipment category compete individually against others in their division only.

Equipment Categories and Descriptions:

Recurve (Longbow): Bow, string, and sight window are free from any objects or markings that could be used for sighting. Only one nocking point is allowed, no peep sight or kisser button. An arrow rest is permitted. Fingers, glove, or tab are allowed for releasing arrow; no mechanical releases. No stabilizer is permitted.

Bowhunter: Bow, string and sight window are free of any objects or markings that could be used for sighting. Only one nocking point is allowed, no peep sight or kisser button; no draw check or clicker, no overdraw is allowed. An arrow rest is permitted. Fingers, glove, or tab are allowed for releasing arrow; no mechanical releases. A stabilizer not more than 12" long is allowed.

Bowhunter Freestyle Limited: No more than 5 fixed pins are allowed. Cross hairs are allowed. Sight must not extend more than 5" from front of bow. A stabilizer over 12" long is NOT allowed. A kisser button and peep sight are allowed. Overdraw is allowed. No pin adjustments are allowed after the first competition round begins. Fingers, glove, or tab are allowed for releasing arrow; no mechanical releases.

Freestyle Limited: Any stabilizer or vee bar is allowed. Sights with pins, scope are allowed. Cross hairs allowed. Sight adjustments are allowed between yardages. Overdraw is allowed. Fingers, glove, or tab are allowed for releasing arrow; no mechanical releases.

Freestyle: Same rules as Freestyle Limited, except a mechanical release is allowed.

Game: Each archer is allowed 6 practice arrows all from 20 yards. A sight adjustment can be made at this time before the competition begins.

60 cm target faces will be used for all categories. Points will be scored as follows:

Gold	. 10 points and 9 point
Red	. 8 points and 7 points
Blue	. 6 points and 5 points
Black	. 4 points and 3 points
White	. 2 points and 1 point

Continues on next page...

^{*} Each team member must have their own equipment. No sharing.

Archery (continued)

The Corporate Challenge Round consists of 9 ends of 3 arrows at 20 yards. The maximum score possible is 270 points.

The top three archers, by raw score, in each equipment category, in each division, will receive medals. Tie-breaker: Shoot off at 20 yards, arrow closest to the center wins. Team points are awarded to the top six teams in each division; but no team trophies or medals are awarded. Team standings are determined by the sum of the weighted scores of team members. Weighted scores are determined by multiplying an archer's raw score by the weight factor for their equipment category. Weight factors are established after analyzing past performances of archers in the indoor Corporate Challenge Round Archery Event. Weight factors are utilized to determine team scores only.

Freestyle:	1.00
Freestyle Limited:	1.05
Bowhunter Freestyle:	1.01
Bowhunter Freestyle Limited:	1.06
Bowhunter:	1.19
Recurve:	1.35

Note: Weighted scores do not exceed 270 points. (Example: A recurve archer with raw score of 200 or higher would receive a weighted score of 270.)

Archery Rules:

- 1. No alcoholic beverages may be carried or consumed on the range.
- 2. Only archers participating in the competition are allowed at the shooting line.
- Ground quivers may be placed at the shooting line while the archer is shooting, but must be removed while others are shooting. No other equipment is allowed around the shooting line.
- 4. Two archers will shoot at a target face at the same time.
- 5. Archers will straddle the shooting line when firing.
- 6. An archer may not advance to the target until all arrows have been shot the command "Score your arrows" is given.
- 7. In addition to verbal commands, a single blast of the whistle is the signal to commence or cease shooting. Two or more blasts indicate a potential hazard or emergency, and require an immediate interruption of shooting.
- 8. In the event of equipment failure, a time limit of 15 minutes for repairs is given. Practice arrows are allowed after repairs (one end of 3 arrows). An archer can make up missed arrows at the break or after the round is completed. More than one equipment delay disqualifies the archer.
- 9. Have extra arrows on hand. One archer or squad will not unduly delay the competition looking for lost arrows.

Continues on next page...

Archery (continued)

Scoring Rules:

- A target captain is selected at each target. The target captain calls the arrows
 of each archer in the squad. Archers need to verify the target captain's calls of
 their arrows.
- 2. The target captain may touch any arrow prior to ALL scores being recorded.
- 3. After all the scores are recorded, the archers may pull their arrows.
- 4. Scores are called from high to low.
- 5. An arrow must touch the line to score the higher value.
- The arrow shaft determines the value scored; not the hole the arrow makes penetrating the target face.
- 7. The field judge will decide questionable scoring calls. Decisions of the field judge are final
- 8. If an arrow is hanging from the target face, shooting is interrupted and the field judge will reinsert the arrow.
- 9. An arrow that is embedded in another arrow on the scoring face, scores the same as the arrow in which it is embedded.
- 10. If an archer loses count and shoots more than the designated number of arrows at a given yardage, the highest scoring arrow(s) will not be scored.
- 11. Bounce-in arrows may not be re-shot and do not count for score.
- 12. Witnessed bounce-out arrows, believed to have hit the target in the scoring area, may be re-shot at break or at the end of the competition.
- 13. An arrow that strikes the wrong target face is a miss and may not be re-shot.
- 14. If an arrow passes through the target face but remains in the target mat, it is pushed back and scored accordingly.
- 15. Arrows believed to have passed completely through the target in the scoring area may be re-shot at break or at the completion of the competition.
- A dropped arrow may be re-shot if it can be reached from the shooting line by the archer's bow.
- 17. At the conclusion of the competition, all scorecards must be signed as correct by scorekeepers and archers and submitted.
- 18. Any arrows that are not shot at a given distance are considered lost.

Awards: Medals will be awarded to the top three teams in each category.

BADMINTON RULES

Format: Men's Doubles, Women's Doubles, and Mixed Doubles

*Note: You can only participate in one doubles team.

Teams are encouraged to field all three (3) matches; however, it is not required to field all three (3) in order to participate. Badminton match comprises the best of three (3) games. A coin is tossed before the first game, and the winner of the toss may serve first or pick an end of the court. The winning team needs 11 points to win the game, Rally Scoring.

Game: Badminton games are self-officiated. Each player must have knowledge of all rules and is responsible for making calls on their own side of the net.

- * Each player must supply his/her own badminton racket and gym shoes.
- * Each Team must provide their own traditional feather birds (shuttlecocks)

Rules:

- 1. Double elimination
- 2. Best of three (3) games.
- 3. First side to score 11 point wins.
- 4. All serves must be made in a continuous underhand motion, (no fakes allowed) and must keep part of both feet in a stationary position on the floor.
- 5. When one side reaches 11 points, players are entitled to a 60 second break.
- Under no circumstances shall play be delayed to enable a player to recover strength or wind or to receive advice.
- 7. Once a player has started tournament play, he/she may not be substituted.
- 8. Players call their own lines. Officials will not be on site.
- 9. Players are the only people permitted on the playing floor.
- 10. IBF Code of Conduct rules will be adhered to throughout the tournament.

TO START A GAME:

Toss a coin or shuttle, or spin the racket. The winner has a choice of :

- 1. to serve or receive first.
- 2. ends.

POSITION ON COURT AT THE START OF A GAME:

Server stands inside the service court on the right side (facing the net). Receiver stands inside the service court on the opposite right side (facing the net). Partners may stand anywhere on either side providing they do not block the view of the receiver.

TO START THE PLAY:

The server on the right side serves to the receiver on the opposite right side. The server must not serve until the receiver is **ready**. The receiver must not move until the server hits the shuttle.

Badminton (continued)

SERVER MUST:

- 1. Keep part of both feet in a stationary position on the floor.
- 2. Hit the base of the shuttle first.
- 3. Hit the shuttle below the server's waist.
- 4. Hit the shuttle with all of the racket's head clearly below the hand that holds the
- 5. Have the racket move continuously forward (no fake allowed).

TAKE A "LET" IF:

- 1. The server or receiver is on the wrong side and wins the rally.
- 2. There is outside interference (shuttle from another court lands on the playing area).
- 3. The shuttle goes over the net, catches and stays on or in the opposite side of the net (except on the serve).

FAULTS:

- 1. Shuttle lands outside the court boundaries (head of the shuttle landing on the line is a good shot).
- 2. Racket or clothing touches the net while the shuttle is in play.
- 3. Player reaches over and hits the shuttle on the opposite side of the net (when it is hit on player's side, follow-through over the net is legal).
- 4. Shuttle is clearly carried on the racket and thrown over.
- 5. Shuttle hits with two strokes by one side (two hits on one stroke is legal).
- 6. Shuttle hits the player, player's clothing, ceiling, or the surrounding court area.
- 7. Interfering with the shuttle, misconduct, or stalling after one warning (penalty -- lose serve or give opponents a point).
- 8. Receiver's partner hits the service.
- 9. Server swings and misses the shuttle.

SERVER OR RECEIVER ON WRONG SIDE:

Play a let, correct the error, if the person who made the mistake wins the rally and it is discovered before the next service. The score stands if the person who made the mistake loses the rally, in which case, the players will remain on the "wrong" side. If the next serve has been made, the score stands and the players remain on the "wrong" side.

SHUTTLE IS IN PLAY:

From the time it hits the server's racket until it:

- 1. hits the floor.
- 2. hits the ceiling, or outside the court area.
- 3. hits person or clothing.
- 4. hits net on hitter's side and starts to drop on hitter's side.

NOTE: A shuttle hitting the net on the serve and going over, is a good serve, provided the shuttle lands in the service court.

Badminton (continued)

POSITION OF THE SERVER:

When a team's score is even, that team is in their starting positions. When odd, reverve positions.

DURING PLAY

If the team serving wins the rally, a point is scored, and the server switches service court position and continues to serve. If they lose the rally, the partner serves from the other side and no point is scored. After the team serving loses two rallies, the serve goes to the opponents. Note: At the start of the game in doubles, the side which begins the serve has only one server.

Scoring

Rally Point System For Doubles:

Doubles or Mixed Doubles Match using the Rally Point Scoring System.

The side winning a rally shall add 1 point to its score **and** they get to serve next.

Plays shall serve from their respective **right** service courts when their score is **even**, and from their respective **left** service courts when their score is **odd**.

Note: This means that whichever partner is on the appropriate side shall serve.

The side that first scores 11 points in a game shall win that game.

All players are entitled to a 2-minute break between the first and second games, and another 2-minute break between the second and third games.

Awards: Medals will be awarded to the top three teams in each event.



BASKETBALL

Format: The team roster for each game is limited to 8 people on roster.

(One woman and two men must be playing at all times.) NO EXCEPTIONS!

National Federation of State High School Association Basketball Rules will apply with some exceptions, such as Bonus Foul, Free Throws, Code of Conduct, and Game Clock.

Players must wear a corporate shirt **WITH PRINTED NUMERALS**. A numbered shirt is required to keep track of fouls.

- * Players wearing shirts with taped-on numerals or magic marker hand-printed numerals will not be allowed in the game. Teams will be responsible for paying official fees.
- 1. Game is 12 minutes or the first team to score 24 points wins.
- 2. If the game is tied at the end of the regulation time, the first team to score four (4) points wins.
- 3. Each team is allowed one 20-second time-out per game. In overtime each team will receive one (1) additional time-out.
- 4. All games are played on half court.
- 5. Two (2) losses means elimination (double elimination brackets).
- 6. The home team is the top team on the bracket and will determine possession to start the game. Possession alternates thereafter.
- 7. Offensive team remains in possession until an offensive foul, turnover, or violation occurs.
- 8. Free-throw line extended is the take back line on changes from defense to offense. (High school three-point line on the side of the key.)
- 9. Any foul that is committed on or after the fourth (4th) team foul invokes the penalty rule. It is a one-and-one situation afterwards.
- 10. Any player who is fouled during the act of shooting and who makes the shot, gets the basket and receives one free throw and the ball out of bounds. If the player misses the shot, they will receive two (2) free throws and the ball out of bounds.

11. Coed Rule:

- a. Men are not allowed to guard a woman or block a woman's shot. If a woman's shot is blocked by a man, she receives two (2) points. If behind the 3-point line, she receives three (3) points.
- A man is not allowed to set a screen on a woman; men setting screens on a woman will be called for personal fouls.
- 12. During all free throw attempts, all other players must be **behind the extended free-throw line**.
- 13. During the last minute of game play, if the score is within five (5) points, the clock will stop on every official's whistle.
- 14. Special Note: A player committing four fouls will foul out of the game. No exceptions to the rule. If there is no woman left to play, the team forfeits. The three-point line is in effect.

Players/Coaches Code of Conduct: Any player or coach who strikes an official or staff member is automatically suspended for life from Corporate Challenge.

Any player who uses unnecessary rough tactics against an opposing player and/or who receives <u>one (1) technical foul</u>, which may involve abusive language, will be suspended from the tournament.

Awards: Medals will be awarded to the top three teams in each division.

BIGGEST WINNER

Format: A team is composed of 5 participants (not gender specific).

The Competition: The Biggest Winner is a 12-week weight loss competition.

This is team competition with the winners having the greatest

percentage of combined weight loss.

Rules:

1. All team members must be present at both weigh-in sessions.

NO SUBSTITUTES! Only original team members' weight loss will count towards team total.

3. Scoring is based on percent of body weight loss per team (not the number of pounds lost). You can figure out your percentage by dividing what you have lost into your beginning weight.

4. Calibrated digital scales will be provided for both weigh-in sessions.

5. Apparel for weigh-in sessions may only include a T-shirt and shorts or pants without pockets. No shoes, jewelry or accessories may be worn during the weigh-in.

6. You cannot have undergone "reduction of weight" surgery within the past year.

7. You cannot use surgical means to reduce your weight (e.g., bariatric surgery). If you undergo surgery to reduce your weight, you will be withdrawn from the competition.

Awards: Medals will be awarded to the top three teams in each division.

*You agree that losing weight may result in health complications; you should always consult a doctor and get his/her approval before entering a weight loss program. If you experience any complications while participating in the competition, you agree the city of Las Vegas or its affiliates are not responsible. You alone are responsible for your health.



BIKE RACE

Format: Each team may have a total of 40 riders, but only 2 per category.

* Teams must provide their own equipment.

No alternates.

<u>Fe</u>	<u>male</u>	<u>Ma</u>	<u>ıle</u>
18-24	45-49	18-24	45-49
25-29	50-54	25-29	50-54
30-34	55-59	30-34	55-59
35-39	60-64	35-39	60-64
40-44	65+	40-44	65+
	Hand cycle		Hand cycle



All racers must wear an approved or recognized official hard bicycle helmet during the race. Any contestant seen riding without a hard helmet will be disqualified.

Racers are not allowed to wear any type of personal entertainment devices, such as headset radios or Walkman devices.

- 1. Tandem and fairing are not permitted.
- Cyclists will not be permitted to cross the double yellow line. This will be grounds for elimination from the event.
- 3. Team work which produces any advantage over single competitors is not allowed.
- 4. There will be no passing in the tunnels.
- Individual support is not allowed. "On bike" water bottles are highly recommended.
 NO person shall drive or bike alongside contestants. Infraction of this "support" rule results
 in disqualification of the contestant.
- 6. Each participant is individually responsible for the repair and maintenance of his/her own bike. Individuals must be prepared to handle any possible mechanical malfunctions.
- 7. Participants must heed directions and instructions from race officials and public authorities.
- 8. Team scores will be determined by finishing 1-6 in any of the male/female age categories.

Awards: Medals awarded individually according to age groups.

BOCCE

Format: 4 person team (plus 2 alternates)

Game:

- 1. The games will consist of ten (10) points.
- 2. Games will be played on any available court.
- 3. Teams can be all men, women, or mixed.

Rules:

- 1. **Start of the game:** The game begins with the flip of a coin between the captains from each team. The winner of the flip may either have the first toss of the pallino or choose the color of the balls.
 - A player may toss the pallino any distance so long as the pallino passes the center line of the court.
 - If a player fails to toss the pallino past the center line after one attempt, the
 opposing team will have two chances to toss the pallino and put it into play.
 If the opposing team fails to toss the pallino past the center line, the pallino reverts
 to the original team.
 - When the pallino has been properly put into play, the first bocce ball will be thrown by the player who originally tossed the pallino.
- 2. **Playing the game:** The player who originally tossed the pallino, whether successfully or not, throws the first bocce ball.
 - If the bocce ball hits the back board, that team must roll again.
 Otherwise, he/she steps aside and their team does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all of its balls.
 - The team whose bocce balls are closest to the pallino is called "inside" and the opposing team "outside."
 - Whenever a team gets inside, it steps aside and lets the outside team roll.
 The team outside throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls.
 - The team who scored last throws the pallino to begin the next frame.
- 3. **Dead balls**: Should a player's bocce ball make contact with the back board, the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame, unless it hits another ball or the pallino before hitting the back board.
- Pallino: Once the pallino has been tossed past the center line and is in play, it remains
 in play unless it hits the back board, making it invalid and the opposing team tosses the
 pallino.
 - If the pallino is knocked out of the court, the frame ends with no score.
- 5. **Foul line**: A player's movements are limited to the foul line. The player should not step on or over the foul line before releasing the pallino or bocce balls.
- Shooting: Shooting is lofting the ball in the air beyond the center of the court. Shooting is not allowed.
- 7. Disputed: The teams playing will referee their own game. Any dispute which cannot be resolved by the team captains is decided by a designated official. Upon the official's decision, the game shall continue.

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Bocce (continued)

- 8. **Scoring**: Only the "inside" team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team.
 - If at the end of any frame, each team's closest ball is an equal distance from the pallino, the frame ends in a tie and no points are awarded to either team.

The captain of each team is responsible for:

- keeping the score sheet,
- reporting the results of the game, and
- submitting the score sheet to a designated location.
- 9. **Measurements:** All measurements are made from the inside dimension of the bocce ball to the inside dimension of the pallino.
 - Only an official and ONE representative from each of the opposing teams may be present during measurements
 - All other players MUST remain behind the foul line at all times

Awards: Medals will be awarded to the top three teams in each division.



BOWLING

Format: Each team bowls 10 games using the Baker System format. A team consists of five bowlers with at least two male and two female members making up the team. A participant may not compete in this event if they currently hold or have held within the past year a P.B.A. or L.P.B.A. membership.

Baker System: The Baker System of 10-pin bowling creates a team game in a single 10-frame game. It is a common format in college competition. Using this format, bowlers are assigned the following frames:

Bowler A - 1 and 6 Bowler C - 3 and 8 Bowler E - 5 and 10

Bowler B - 2 and 7 Bowler D - 4 and 9

Check in: Each team captain will report to the registration table 30 minutes prior to the beginning of their squad to check their team in. All members must be present in order for the team to check in. Lane assignments are drawn at random for each division. Teams must declare their line up before the start of each game.

Practice will start 10 minutes prior to the designated start time.

Rules: Baker Format Game. Teams that are missing a person will receive a zero for each frame missed that the person was designated to bowl for that game. Teams will declare their team line up before each game. No substitutions or line-up changes are allowed for that once a game has started.

Scoring: The highest 10 game score by each team will determine the winners of the event.

Tie Breaker: In the event of a tie for 1st place, the 10th frame will be bowled again until the tie is broken and the winner is decided. Teams will select one bowler to settle the tie.

Game Forfeit: All teams must begin once the lanes are on for tournament play. Team members not present will receive zeros for all frames missed.

Event Forfeit: If a team is not ready to bowl by the start of the 2nd game, they forfeit the event.

Bowling Shoes: Bowlers are responsible for their own shoes.

Event Information: The official information shall be given by the Event Coordinator and the Corporate Challenge office. No flash photography during tournament play.

Sportsmanship: Good Sportsmanship and bowling etiquette are expected of teams and spectators. A second warning of unsportsmanlike conduct from the Event Coordinator may result in team disqualification.

Awards: Medals are awarded to the top 3 three teams at the conclusion of each session.

WHEELCHAIR BOWLING

CHECK IN: Individuals check in 30 minutes prior to starting time.

Format:

- Bowlers compete in Men's and Women's singles competition.
- Women's singles and Men's singles

Scoring:

 Participants bowl 2 games scratch. Highest combined score determines the winners.

Awards: Medals are awarded to the top 3 males and top 3 females. No Team points are awarded.



BPONG

Format: 2 person team with 1 team referee. The team referee will not referee own team game. The play will be a "double-elimination" tournament.

Equipment: Items listed below will be provided

• Tables: 8' x 2' x 27.5" BPONG Tables

• Balls: 40 mm 3-Star Tournament Grade BPONGTM Balls

• Cups: BPONGTM16 oz. cups

1. Top width: 3-5/8"

2. Height: 4-5/8"

3. Base width: 2-1/4"

• Racks: BPONG Racks

General Rules:

These rules are designed with three purposes in mind:

- 1. Fairness to all players
- 2. Efficiency in running a maximum number of games simultaneously
- 3. Minimization of possible disputes between participants

Game Setup:

Cup Formation:

- 1. 10 cups per team
- Starting formation is a "tight triangle" formation (rims touching), pointing towards the opposing side. BPONG Racks are used to maintain formations.
- 3. The 10-cup triangle must be centered on the table and the back of the rack must be in line with the back edge of the table.
- 4. Cups must not be tilted or leaned against the surrounding cups.

Content of Cups:

For the Corporate Challenge B Pong event, approximately 24 ounces of water will be used per team and will be distributed evenly in the 10 cups on each side of the table. These water cups are not for consumption—they are to be reused every round.

Playing the Game:

Shooting and Table Sides

- A coin toss will determine who chooses to shoot. The loser of the coin toss chooses table side.
- 2. The team with first possession will get one (1) shot. Each team will get two (2) shots for each turn thereafter, one shot per team member, subject to any other rules below.

Grabbing:

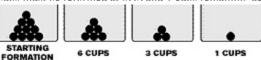
- 1. The ball in play may not be grabbed.
- Bounce Shots: Players ARE allowed to let their shots bounce off of the table before making it to the cup. Bounce-shots may not be interfered with while in play. It should be noted that bounce-shots do NOT count for two cups.
- 3. Balls may not be interfered with while inside of a cup. I.e., no fingering.

Continues on next page...

Bpong (continued)

Reformation:

1. Cups must be reformed at 6. 3. and 1 cups remaining according to the diagram



- 2. Racks must be aligned to the center of the table. When one cup is remaining, the cup shall *always* be pulled back to within an inch of the end of the table, and it shall be placed in the center of the table.
- Reformation is to take place as soon as applicable, even in the middle of a turn (i.e. mid-turn reracks).
- 4. Cups should be removed as soon as they are hit, even in the case where a reformation is not warranted. It is the responsibility of the shooting team to wait until a hit cup is removed to take their next shot.

Rollbacks - The Pope's Rule:

- 1. In general, if both players on a team sink his/her shot on the same turn, that team will get one (1) additional rollback shot, not two. The only exception to this rule is during redemption.
- 2. Either teammate may take the rollback shot.

Leaning will be permitted, with the following considerations:

- A player may not place a hand/foot/leg/whatever on the table in order to gain additional reach and/or leverage. A player's hand may touch the table after a shot is released.
- 2. Players may not edge themselves around the table when they throw.
- 3. Under no circumstances may a player shoot with any part of his or her body on (against is permitted) the table.
- 4. Players may not move cups out of position in order to gain a leaning advantage.

Distractions:

- Distractions are permitted with the following restrictions (subject to a one cup penalty)
 - a. Players may not cross the plane of play (the imaginary plane which runs vertically and separates you from your cups) with any part of their bodies, clothing, or other objects, while the other team is shooting. To avoid violating this rule, just stand back a few feet from your cups.
 - b. Players may not fan, blow, or otherwise intentionally create an air current surrounding the cups in play.
 - Players may not approach the opposing team members in an unsportsmanlike manner.

Balling your own cups:

- 1. In the event that a player who has possession of the ball drops that ball into his own cups either accidentally or intentionally, no penalty is taken.
- 2. In the event that a player who does not have possession of the ball comes in contact with the ball and as a result that ball enters one of his own cups, such as by unintentionally acting as a backboard, that shot IS counted.

 Continues on next page...

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Bpong (continued)

Interference:

Ball Interference

- a. Interference is defined as any contact, intentional or otherwise, between game pieces (balls or cups) and any other objects.
- b. In the event of player interference prior to the ball making contact with a cup, a one-cup penalty will be imposed for the interference. The thrower who had his or her shot interfered with may choose the cup to be removed.

Cup Interference

- a. In the event that a player knocks over his or her own cups, those cups are to be counted as though sunk and removed from the table. With the use of BPONG racks, if the entire rack is knocked off of the table, all of the cups are counted as hit, unless this occurred during reformation, in which case the cups are replaced.
- b. In the event that cups are knocked over by any non-player, those cups are not counted as sunk, and are to be refilled and replaced in their appropriate positions on the table.
- c. Cup Adjustment: Cups may NOT be moved or adjusted while the ball is being released, or while the ball is in mid-flight. Doing so incurs a 1-cup penalty.

Interference During Reformation

- a. Players are not allowed to shoot until the opposing team has clearly finished reforming. In the event that the thrower shoots before this:
 - A cup made does not count and the opposing team receives possession of the ball.
 - A missed shot is counted as a miss and the opposing team receives possession of the ball.

Table Interference

a. Players may not make contact with the table while their opponents are shooting.

Ending the Game:

Redemption (A.K.A. Rebuttal) & Overtime

- a. As soon as the last cup is hit, the opposing team has the opportunity to try and bring the game into Overtime. Either player may take the first shot; the ball is rolled back until a player misses. As soon as a miss occurs, the game is over. Players MUST alternate throwers in the event of multiple hits-one player may NOT take all the redemption shots. The only exception to this rule occurs when there are three cups remaining when redemption begins. In this case, the first two shots must be alternated (i.e., the player who shoots first cannot shoot second), but the final shot may be taken by either player.
- b. Successful redemption results in initiation of a 3-cup overtime, with the dominant team (the team which would have won had their opponents not redeemed), selecting possession.

Overtime (3-cup)

- a. Overtime formation is a tight triangle.
- b. The dominant team (the team which would have won had their opponents not redeemed) selects which side shoots first.
- c. The same redemption and rollback rules apply during overtime as apply pre-overtime.

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Bpong (continued)

Disputes:

A dispute is not considered to be valid unless witnessed by two or more individuals. In the event of a valid dispute, that game is considered paused and an official must be notified. Any witnesses to the event in question must remain at the table until the dispute has been resolved. All calls made by the referee are final. Intentional abuse of game rules and/or disputation without adequate cause is grounds for ejection from the tournament.

Absentee Players:

In the event that a player is temporarily absent, no substitution may be made. The game continues without the missing player; i.e. that team receives only one shot per side until the missing player returns.

Disputes:

A dispute is not considered to be valid unless witnessed by two or more individuals. In the event of a valid dispute, that game is considered paused and an official must be notified. Any witnesses to the event in question must remain at the table until the dispute has been resolved. All calls made by the referee are final.

Conduct

All players are to conduct themselves in a matter respectful to other players, referees, and the sport of BPong. Unacceptable conduct will result team disqualification. Unacceptable conduct includes, but is not limited to fighting, abuse of referees, unreasonably throwing balls at opponents, abuse of other players, etc.

Interpretation of Rules:

Final interpretation of these rules is made at the sole discretion of the tournament director.

These rules are based upon The WSOBP Rules, available at BPONG.COM.

CHESS

Format: A team is composed of 4 players from a FIXED roster.

This tournament is a Double-Elimination tournament.

Player rankings: Each team captain ranks the four (4) team players from strongest to weakest. Board order (strongest on Board 1, weakest on Board 4), once fixed, **must remain in the same order throughout the event.**

Opposing team captains, who file a protest that a team is playing out of fixed Board order, will be granted forfeit wins for those Boards found to be playing out of order for that match if the protest is upheld.

Pairing: Rules are the same as in individual events, except that teams have color application applying to Board #1, then alternating down to Board #4.

Team Captain Responsibilities:

- Ensure that the team is on time.
- Ensure that players are in correct Board order.
- Report the results of each game of each match to the Tournament Director.

Team captains will be given result sheets to fill out for each round, with the names of the team members, team opponents, and individual game results and team match results.

Scoring for individual games:

- One point for a win
- Half-point for a draw
- Zero for a loss

Scoring for teams:

- 2 1/2-4 or better is a win
- 2-2 result is a draw
- 1 1/2 or less is a loss

Disputes/Protests: Except for time control limits, WBCA rules apply in all other instances for the purpose of dealing with disputes. Any protests shall be dealt with immediately and the Tournament Official's decisions shall be final.

Tie breaker: For the purpose of awarding medals or prizes, the order of tie breaking systems is as follows:

- 1st Team match points
- 2nd Team total game points in all matches
- 3rd Modified median for teams (Throw out highest and lowest match game point results and add game points scored in remaining matches.)

Awards: Medals will be awarded to the top three teams in each division.

CORNHOLE

Format:

Teams of two. Two alternates are also allowed (everyone must play).

This tournament is double elimination with a maximum of three (3) games in a match. The winning team is the first to score two wins (2 out of 3).

The game:

Cornhole doubles play consists of two teammates that are partners against another team of two. In play, one member of each team pitches from one cornhole platform and the other members pitch from the other cornhole platform.

Every cornhole match is broken down into innings of play. During each inning there is a top and a bottom round of play. In doubles play, the top of an inning is completed when both contestants pitching from the first cornhole platform pitch all four corn bags; the bottom of the inning is completed when the remaining contestants (pitching from the other cornhole platform) pitch all four corn bags. An inning is never completed until all contestants pitch all four corn bags.

Value of the Corn Bag:

Corn Bag In-The-Hole: A corn bag in-the-hole is a bag which is thrown through the hole in the cornhole platform or otherwise comes to rest inside the cornhole platform (knocked in by other player). A corn bag in-the-hole has a value of three points.

Corn Bag In-The-Count: A corn bag that is not in-the-hole but lands with any portion of the corn bag resting on the cornhole platform is in-the-count (sometimes called on-the-board). A corn bag in-the-count has a value of one point. For a corn bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the cornhole platform. If the bag touches the ground before coming to rest on the cornhole platform, it is a foul and must be removed from the cornhole platform prior to continuation of play.

Corn Bag Out-Of-The-Count:

A corn bag which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value. A corn bag which is declared to be a foul is considered to be out-of-the-count (no matter where is comes to rest) and must be removed from the cornhole surface prior to the continuation of play.

Delivery of Corn Bags during Play:

Start of play is determined by a coin flip. In doubles play, the first side of contestants alternate pitching corn bags until they have thrown all four corn bags then the remaining contestants (pitching from the other cornhole platform) continue to alternate in the same manner until all four corn bags are delivered and the inning is completed. A contestant may deliver the corn bag from either the left or the right of the pitcher's box but in any one inning, all corn bags must be delivered from the same pitcher's box.

Pitching Rotation During the Game

The contestant who scored the most points in the preceding inning shall pitch first in the next inning. If no points are scored during the inning, the contestant that pitched second (last) in the preceding inning shall pitch first in the next inning.

CORNHOLE (continued)

Length of Game/Scoring:

All corn bags that are in-the-hole or in-the-count will have point values for both teams. No point cancellations will be done in this tournament. (All points count) First team to score 21 points or more after the completion of the inning wins the game. The game can never end in the middle of an inning. Thus, if a team that pitches first reaches or exceeds 21 points, the game cannot end until the other side is allowed to pitch all of their corn bags and the inning is completed.

If the Cornhole match is tied at 21 or more at the end of an inning, play continues until one team or the other achieves a higher score at the end of an inning and wins the match. No "skunks" during this tournament.

Call your own:

The game will be played in a recreational manner. The sportsmanlike conduct of all participating individuals shall govern the fairness and atmosphere of the game. Each team shall serve as their own official until a disputed call requires an unbiased judgment. The judgment of the official is final.

Brackets:

The tournament bracket is done for each division. This will mean that "byes" may be placed in the bracketing. An unbiased draw by the City of Las Vegas tournament coordinator will determine who is awarded a bye.

Awards:

Medals will be awarded to the top three teams in each division. The top six teams will receive points toward their overall team's progress.



DODGEBALL RULES

(Modified NADA Rules)

Team

Teams will be made up of 6 to 10 players. Six players will compete on each side; additional team members will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of an injury.

The Game

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

- 1. Hitting an opposing player with a LIVE thrown ball below the shoulders, NO HEAD SHOTS. If you get hit in the head, you are not out and may have a one-minute timeout to recover if deemed necessary by the official.
- 2. Catching a LIVE ball thrown by your opponent before it touches the ground. Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc.).

Once a player is declared "OUT", they are NOT allowed back in until the next game.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – Three on one side of the center hash and three on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three balls to their right of the center hash. Once a ball is retrieved it must be taken back to the end line before it can be legally thrown. Violation will result in an out.

Field of Play

The playing field dimensions will be 60' long and 30' wide (Identical to a volleyball court), divided into two equal sections by a center-line and NEUTRAL ZONE lines 2 feet from, and parallel to the center line. Players may retrieve the ball from this zone, but may not throw from this zone. Balls retrieved from the Neutral Zone must come back to the baseline before being thrown, violation results in an out.

Equipment

The official ball used will be an 8.25 inch rubber-coated foam ball. All players must dress in athletic attire, with non-marking athletic shoes.

Boundaries

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. Violation will result in that player being declared OUT.

Timing and Winning a Match

The first team to legally eliminate all opposing players will be declared the winner. A four minute time limit has been established for each game. If neither team has been eliminated at the end of the four minutes, the team with the greater number of players remaining will be declared the winner. Each match will consist of the best two out of three games.

Dodgeball (continued)

Format / Pairings

This event will use a double elimination format created from a blind draw of all teams with in the same division.

Time-Outs & Substitutions

Each team will be allowed one (1) 30-second timeout per game. At this time a team may substitute players into the game. Players that are declared OUT may not substitute at this time.

5-Second Violation

In order to reduce stalling, a violation will be called if a player holds a ball for more than 5 seconds. Any player called for a 5-Second Violation will be ruled OUT.

Rule Enforcement

All matches will be officiated by no less than two referees. These referees will rule on all legal hits, out-of-bounds and 5-second violations. THE COURT REFEREES DECISION IS FINAL – NO EXCEPTIONS.

Code of Conduct / Sportsmanship

- 1) Understand, appreciate and abide by the listed rules of the game
- 2) Respect the integrity and judgment of the game referees and CLV Staff
- 3) Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
- 4) Be responsible for your actions and maintain self-control
- 5) Do not taunt or bait opponents and refrain from using foul or abusive language.
- 6) VIOLATIONS OF THIS CODE OF CONDUCT MAY RESULT IN EJECTION FROM THE TOURNAMENT AND OR TEAM DISQUALIFICATION. CLV CORPORATE CHALLENGE EVENT COORDINATOR'S DECISIONS ARE FINAL, NO EXCEPTIONS.

Awards

Medals are awarded to 1st, 2nd and 3rd place teams. Team points are awarded for 1st-6th place (no medals).

FENCING

Format: Teams will consist of three members and optionally one substitute. Beginning fencers and novices are welcome to participate! Corporate Challenge participants are encouraged to contact Red Rock Fencing Center to arrange for team training or individualized preparation at a discounted rate.

Teams can be any combination of male and female as long as they are all part of a participating company. The Team Fencing Competition is governed by the Rules of the United States Fencing Federation (USFF) where applicable. The weapon that will be used in this competition will be the EPEE.

Registration: All Team members must be present in order to check in. Pre-registration is at 5pm – 6pm on the scheduled tournament day for your event. Check the corporate challenge link to see when your event is scheduled:

Team position: The position of each team on the match score sheet is decided based on the prior year results. For teams that are brand new to Corporate Challenge, they will be placed in random order via Fencing Time software. The order of the individual fencers is decided by each company's team captain. If the order of the individual fencer is altered, intentionally or unintentionally, the team making the alteration loses the match.

No team shall be permitted to compete with a lesser number of members than required for this particular competition nor may you interchange members with other team members after the start of the competition. Whatever members you start with at the beginning of the competition will be the same ones you finish up with. The Bout Committee reserves the right to change to a lesser number of members fencing per team.

Equipment: Participants may provide their own equipment or may rent equipment from Red Rock Fencing Center in order to compete in this tournament.

Required fencing equipment: mask, glove, epee, body cord, fencing jacket, under arm protector and, in addition for women, a plastic chest protector.

Fencing equipment will be rented to anyone who needs it for a cost of \$10.00 per fencer. It is preferred that you have your own equipment and therefore your responsibility to have the correct equipment on hand. Any rental items that are broken during competition are the responsibility of the fencer who rented the items and an additional fee for replacement will be charged \$50 per blade. You may bring borrowed fencing equipment if desired.

All personal fencing equipment must be checked in at the armorer's table when you arrive.

You must also wear athletic shoes and long pants (jeans are OK). Stay hydrated. You may bring your own water bottle, or purchase for \$1.00. No food other than power bars are allowed in the fencing arena. For obvious reasons, flash photography/videos are not allowed during bouts (you can take pictures...just no flash!). Flash photography is allowed after the bouts, during the medal ceremony and after. We encourage team pictures!

Please contact Frank Van Dyke at (702) 222-1901 or director@redrockfencingcenter.com with any questions or concerns.

Fencing (continued)

Scoring: The target area for epee is the whole body. Whoever touches the other first gets the touch (point). A double touch can be scored if both fencers touch each other at the same time which scores a point for each fencer's team. All scoring will be done by electronic machines.

Three fencers from one team will fence each of the three fencers of the opposing team (9 relay bouts). Each bout of the relay match consists of five touches (points) and the maximum time for each bout is 3 minutes. When one team reaches a multiple of 5 touches (5,10,15,20, etc) both teams then bring in the next 2 members to fence.

Example: The first two fencers (one from each team) fence until whichever fencer earns 5 touches (points) first. Then the next two fencers will fence until one of them earns points that total to 10 (the scoring is added to the first fencers score...i.e. the winning fencer's team from the first bout only needs to score 5 touches to get to 10). Then the next two fencers face off until a total of 15 touches are scored and so on until a total of 45 is reached. Each bout can take no longer than 3 minutes. If time runs out and you have not reached the target score, then the next two fencers take it from the current score to the next targeted score.

The first team to reach a total of 45 points for their side (or is ahead of the other team after time runs out on the final bout) wins the match and advances to the next elimination round. If you lose your match, your team is out of the competition. If you win your match, you advance to the next round. A fence-off for third place will be held.

Bout committee reserves the right to change the number of touches per bout based on the size of the event.

End of match: At the end of the match both team captains sign the score sheet indicating their agreement.

Event information: Be sure that you obtain information only from the Company Coordinator, the Event Coordinator, or the Corporate Challenge office. Information from any other source cannot be guaranteed accurate.

Sportsmanship: Good sportsmanship and fencing etiquette are expected of team participants and cheering sections. No hard hitting or bullying tactics will be permitted. A broken blade resulting from a hard hit will result in the team forfeiture. No screaming or profanity at the referee will be allowed. A second warning of unsportsmanlike conduct from the Event Coordinator or fencing referee will result in the team's being black carded (disqualified) from the event.

Awards: Medals will be awarded to the top three teams in each division. Remaining teams will be "seeded" or scored for placement based on the highest points for their team during competition. In the event of a tie, a one touch bout will occur with a timer set for 1 minute.

A Championship round will be held for the first place winners in each division on the Friday following the final fencing events at 7 pm. There is no charge for this event. This event is sponsored by Red Rock Fencing Center and is just for bragging rights as there will be no points awarded from the Corporate Challenge Event program. In the event the first place winners cannot attend the Championship round for their division, the second place winners for that division may be substituted.

8 VS. 8 COED FLAG FOOTBALL

Format: This is a single elimination event. A team will consist of a maximum of 16 players. The game shall be played between 2 teams of 8 players, 4 men and 4 women. To avoid forfeit, 6 players (3 men and 3 women) are required. A team cannot play with more than 4 men.

- * Teams will be responsible for paying official fees.
- * Forfeit Fee: Forfeit win fee will be required to advance to next game.

Each player must sign the participants unconditional waiver at the check-in table. Each player must have a picture ID (driver's license) and proof of employment at every game.

Governing rules:

Tournament Director reserves the right to make rule or schedule changes on the spot. Play will be governed by the City of Las Vegas Adult Flag Football Rules and Regulations. The following are modifications and highlights of these rules.

Length of game: Playing time will be 30 minutes in duration divided into two 15 minute periods, with a five minute half-time intermission. In the case where overtime is used, there will be a two-minute intermission.

The ball: The official ball will be pebble-grained leather or rubber covered and will meet the recommendations for size and shape for a regulation football. (Nike 3005 or Wilson 1001)

Flags: If flags fall off inadvertently, one handed touch rule will be in effect.

Male-to-male completion: During the offensive team's possession there may not be 2 consecutive legal forward pass completions from a male passer to male receiver. If a male passer completes a legal forward to a male receiver, the next legal forward pass completion or run must involve a female passer, a female receiver or a female runner. There are no other restrictions concerning a male passer completing legal forward pass to a female receiver or a female to female, or female to male.

Penalty: Illegal forward pass, 5 yards from spot where the second consecutive male-to-male completed legal forward pass is released and a loss of down. Any foul, whether accepted or declined, shall have no effect on whether the next legal forward pass completion is "open" or "closed."

Gender: Males may only guard males; females may guard males or females. This does not apply once a female has possession of the ball.

Penalty: Illegal Procedure, 5 yards.

No contact: Contact with an opponent is prohibited. Screen blocking is allowed; hands and arms must be behind the back allowing one normal step between the blocker and an opponent. Linemen and rushers must try and avoid contact at all times.

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8 vs. 8 Coed Flag Football (continued)

Penalty: Illegal contact, 10 yards from the line of scrimmage or point of infraction(which ever is greater) followed by a possible ejection.

First downs: Each team will have four downs to gain 20 yards. The first offensive possession will start at their own 30-yard line unless the defensive team intercepts a pass. In this case, the intercepting team will take possession where their flags are pulled. After first possession, teams can start at the 30-yard line.

Male runner: A male runner cannot advance the ball through the line of scrimmage. There are no restrictions: during a run by a male runner once the ball is beyond the line of scrimmage; during a run by a female runner; and after a change of possession. **Penalty:** Illegal procedure, 5 yards from previous spot.

Points: The following methods will be used in scoring a game. Touchdown – 6 points
Female touchdown – 9 points

Safety – 2 points Successful try-for-point

Running or passing from 5 yards – 1 point

Running or passing from 10 yards – 2 points

Forfeited game – 6 points

Overtime: A coin toss will determine which team has the options, as in the beginning of the game. Each team will start either from the 5-yard line for 1 point or 10-yard line for 2 points. An overtime period consists of one play for each team. The process will be repeated until a winner is determined.

Mercy rule: If a team is 25 or more points ahead with 5 minutes left in the second half, the game shall be officially called. If a team scores during the last 5 minutes of the second half and that creates a point differential of 23 or more, the game shall be officially called.

Penalty: Illegal procedure, spot of the male advance, 5 yards.

Minimum line players: The offensive team must have at least 5 players on their scrimmage line at the snap.

Penalty: Illegal procedure, 5 yards.

Timeouts: (1) per half.

Awards: Medals will be awarded to the top three teams in each division. Team points awarded for 1st-6th place.



GOLF

Format:

Coed teams – scramble twosomes. One foursome per company.

A, B and C divisions will field only four players: two male and two female

Check-in time:

30 minutes prior to scheduled tee time.

The Corporate Challenge entry fee includes all green fees and cart rentals. All teams must check in at least 30 minutes prior to scheduled tee time.

Note: No galleries or coolers on the course.

- * Participants must provide own equipment.
- * Participants must pay \$13 for additional course fees.

Format (Scramble Twosomes):

- 1. Teams are divided into twosomes; males together and females together.
- Same sex twosomes from opposing teams play against the same sex twosomes Best lie of each twosome is selected.
- 2. Players must begin and end the round with the same partner.
 - If one player begins the round, the player may be joined by their partner at the conclusion of the hole.
 - If only one player is fielded, that person may play alone, one hit per lie, score is recorded as a team score.
- 3. In a trap or hazard, the selected ball is played by each player from the point where it lies or as close as possible to that point . Traps may be raked between shots.
- 4. On the green, the ball selected is marked and each putt is played from that spot.
- 5. A shot near the hole that is tapped in counts for the team score on that hole (no additional putts).
- 6. In fairways, the ball is placed no closer to the hole than one club length of preferred lie. If preferred lie is in the rough, the same rule applies, ball runnings in the rough.
- 7. Teams must pickup after double bogey and that score is recorded.
- 8 Slow play rules: first warning no penalty; 2nd warning 2 strokes per team.
- 9. Men will use the (championship) tees. Women will use front tees.
- 10. Tie breaker: a comparison of scores beginning with the No. 1 Championship handicap hole is used.

Awards:

Medals are awarded to 1st, 2nd, and 3rd place twosomes. Team points are awarded for 1st-6th place (no medals).



from other teams.

HORSESHOES

Format: Teams consist of Men's, Women's and Coed Divisions.

Players in Men's or Women's teams cannot play in Coed Doubles. No alternates.

Date and Times:

Each company will play according to their respective day (see Corporate Challenge calendar for dates).

National Horseshoe Pitcher's Association of America rules apply with some modification to ensure an effective event. See Event Coordinator for specific changes.

Notice:

- Participants must wear closed-toe shoes at all times during the tournament.
- No glass bottles in the park.
- · No smoking or drinking in the pits.
- Closed-toe shoes must be worn at all times.

* Teams must supply their own horseshoes.

- 1. The horseshoe pitching events are for doubles only.
 - Coed Doubles: Women compete against women and men compete against men.
- Only alternates on the roster will be allowed to substitute once tournament play has started.
- 3. The tournament is a double elimination tournament.
- 4. Regulation metal horseshoes are not necessary, but recommended.
- 5. The choice of the first pitch is determined by the toss of a shoe or coin. The winner of the toss gets his/her choice.
- Each person throws two horseshoes during each of his/her respective turns.
 - Each team gets a total of 32 throws.
- 7. Horseshoes must be within 6" of stake to score.
- 8. Point counting:
 - a) A ringer counts 3 points.
 - b) A leaner counts 1 point.
 - c) There is **no point** and the **shoe must be pulled** if:
 - a shoe hits before the 40' foul line.
 - a shoe hits the front board first.
 - a shoe hits the backboard.
 - a shoe hits the concrete.
 - a shoe hits objects outside the box at any time during throw.
- 9. Winner of points throws first.
- 10. The team ahead at the time wins.
- 11. Tie breaker: If a tie exists at this point, each team member throws two additional shoes in rotating order until the tie is broken (down & back).



Awards: Medals will be awarded to the top three teams in each event. All three teams (Men's, Women's and Coed Doubles) make up final score.

KART RACING

Format:

Each company may enter one team that consists of two females and two males.

Race will consist of 12 laps with no more than 10 karts on the track.

The competition will be scored on a team's fastest combined lap times. This will be calculated by taking the fastest lap time from each racer.

Registration:

- All racers must sign in at the registration desk when arriving for the competition.
- All racers are required to sign a Pole Position Raceway waiver before racing.
- All racers are required to watch the orientation video and listen to the safety briefing given by track personnel.

Terms:

Racer- The person competing in the Corporate Challenge event.

Track Personnel – Any person that is used by Pole Position Raceway to monitor, officiate, control, or direct the competition in any form.

Flags:

Pole Position Raceway uses flags in order to communicate with the racers on the track. Racers must obey all flags, failure to do so may result in removal from the track and forfeiture of the competition.

Green Flag – Signifies the start to the race, karts will be at full speed.

Yellow Flag - Signifies a caution, slow down, no passing during a yellow flag.

Black Flag – Signifies that you are driving too rough, may result in removal from track.

Blue Flag w/ Yellow Stripe - A faster kart is approaching, move over to allow pass.

White Flag – Signifies that there is one (1) lap left in the race.

Checkered Flag – Signifies the end of the race, proceed to the pit at a safe speed.

Recommended attire:

Long pants or shorts. Skirts or dresses will not be permitted. Closed-toe shoes are required. Helmets will be provided.

Kart Racing (continued)

Racing:

All racers must obey Pole Position Raceway staff at all times. Failure to do so may result in removal from the track and/or forfeiture of the competition.

Pole Position Raceway reserves the right to remove any racer from the track and/or competition at any time.

Rough driving will not be tolerated, bumping other racers and/or hitting track barriers will result in a warning from track personnel, and depending on the severity, removal from the track and/or forfeiture of the competition.

Intentional blocking is not allowed. If you are blocking another racer from passing, you must safely move over until the racer has passed. If you are given the passing flag (Blue Flag w/ Yellow Stripe), you must safely move over until the racer has passed. Failure to obey this rule may result in removal from the track and/or forfeiture of the competition.

All karts top speeds are controlled by track personnel, for all racers safety, there may be incidents on the track that require track personnel to slow certain karts or all karts on the track down to a safe speed. If the incident requires more attention, then all karts will be stopped by track personnel until the incident has been cleared. The time of use and/or length of use for kart speed control is determined by track personnel.

Electronic communication devices such as radios, intercoms, walkie-talkies, or any other means of communicating with people outside of the track or racers on the track is pro-

hibited. This may result in removal from the track and/ or forfeiture of the competition.

Unsportsmanlike conduct is any action taken by a racer before, during, or after the race in which track personnel deem as detrimental to other racers, the track or facility, equipment, or the competition itself. Such actions may result in removal from the track and/ or forfeiture of the competition.



KICKBALL

Format: This is a single elimination event. A team will consist of a maximum of 12 players, 10 will play defense and all 12 players will kick. Teams must consist of a 50/50 (men/women) split. You may also play with 10 or eight players, but no less than eight players or your team will have to forfeit. Teams will be permitted to compete with more woman than men but not vice versa. Men and women alternate kicking. Pitcher and catcher must be opposite sex.

Teams will be responsible for paying official fees.

Definitions:

Baseline: A line that extends from home plate through the outer edge of the first and third bases and ends when it reaches the outfield fence.

Fairground: The area of play that is located on the inside of the baselines.

Infield: The dirt area located inside the playing field usually shaped like a diamond.

Outfield: The grass area located around the infield.

Visiting Team: The team that kicks first to begin the game and usually is in the first base dugout.

Home Team: The team that kicks second after the game has begun and usually is in the third base dugout.

Inning: A complete inning is when the Visiting team has kicked and made three outs and the Home team has kicked and made three outs. A half inning is when the Visiting team has kicked made three outs and before the Home kicks and makes 3 outs.

Tied games: If the score is tied after 45-minutes, another inning will be played with the last completed batter starting at second base.

Mercy rule: A 10 run rule will be in effect at the end of the 5th inning.

Leadoff rule: Base runners are not allowed to lead off a base for any reason. Players who lead off will be called out.

Head shots: The ball may be thrown at a base runner below the shoulders only! If the ball hits the runner in the head, it's an automatic home run from the hit base runner forward. **Example:** If the bases are loaded and the kicker is hit in the head on their way to first base, all runners go home.

Forced outs: The ball may not be thrown at a runner after he/she is forced out. During a forced out situation, defense must step on the base or tag the runner resulting in the out. If the ball is thrown at the runner during a forced out situation, the runner will get that base, plus 1 base.

Kickball (continued)

Fouls: A ball will be considered foul when it travels past the first or third base on the outside or if a player standing outside the first and third base lines picks it up before the ball reaches the bases. If a player picks up or touches the ball while any part of his/her person is still inside the baselines then the ball is considered fair. Once the ball travels past the inside of first and third base on the ground it is a fair ball even if it travels outside the baseline after it has reached the bases. A fly ball is considered fair if it lands inside the first and third baselines, or if a player positioned with any part of his body in fairground touches a ball that is going to land in foul territory. NO BUNTS! Full kicks will only be accepted. If the kicker bunts, this will result in an out. If the ball is kicked from in front of home plate, this will result in an out.

Metal cleats: Metal cleats are not permitted.

Blood rule: Any player, coach, or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If treated in a reasonable length of time, as determined by the game umpire, the individual will not have to leave the game.

Pitcher: The pitcher will pitch the ball (underhanded) from the rubber on the pitching mound while always having one foot on the rubber when releasing the pitch. The pitcher will roll the ball in a controlled manner.

Awards: Medals will be awarded to the top three teams in each division.



LASER TAG

Format: Team will consist of a 5 person team

Location:: Laser Quest

7361 W. Lake Mead Las Vegas, NV 89128 (702) 243-8881

Rules:

- Once the CC registration process is complete, Team Captains are asked to approach
 the Mission Control desk and receive the team's (5) activators. These activators
 can be distributed to team members. These activators are to be kept by the team
 members for both games. The team captain is responsible for gathering and
 returning the (5) activators to Mission Control upon completion of both games.
- Once players have their activators, they will wait to be called into the briefing room by Mission Control (Laser Quest staff). Players may not enter the briefing room or airlock until directed to do so.
- All team members must be checked in and ready to enter the briefing room at the time the game begins. Once teams are called into the briefing room, latecomers will not be admitted.
- 4. Laser Quest staff will let players enter the airlock to choose packs. Upon entering the airlock, team members will proceed to their pack, put them on properly, and key in. Teams shall participate in the reading of the Player's code of Honor (see below).

General Rules:

- 1. Teams will consist of 5 players per team.
- Laser activator codenames used by each player will be their company name and player number.
- 3. Games consist of 30 players, 6 teams of 5 players each. Each game will be 20 minutes in duration. Each team will play 2 or 3 games total depending on the amount of teams attending each day. Teams will play the same opponents in each game. The reason for this is to minimize wait times between games.
- 4. Games will be scored on a solo format. Each player will receive an individual score, with all (5) individual scores added together after each game, to determine the overall team score.
- 5. Sensor vest have (7) target locations. Each location is worth 5 points. Players can target any other player. If a player tags a teammate, scoring applies. For each successful tag, the player receives a +5 score. For each tag the player takes, that player receives a 5 score.

Laser Tag (continued)

- 6. Participants are encouraged to wear their team colors while playing (note sensor vest must be worn over t-shirts). Glow paint and distinguishing armbands are allowed.
- 7. At the game's completion, Mission Control will generate individual scores and those individual scores will be added together to determine the overall team score.
- 8. If a player does not receive a score, or receives an obviously improper score, the Head Marshall shall review the matter and the missing or erroneous score will be determined by averaging the four remaining player's scores of that team.
- 9. Team scores will be totaled after each game. All of the teams totals will be added to get each teams overall score. The 6 highest scores will advance to a finals game. The teams with the highest overall score in the finals game will be declared the winner of the event.
- 10. Teams are responsible for ensuring they know if and when they advance.

The Player's Code:

The Player's Code is strictly in effect, and prohibits the following actions during a game:

- 1. Running: Players may not run, jog, or otherwise move at a speed that is, in the opinion of the marshal, unsafe.
- 2. Climbing: Players may not climb on any wall or other part of the maze, and may not place either of their feet on the wall.
- 3. Jumping: Players may not jump on to or off any structure in the maze.
- 4. Sitting: Players may not sit or have any part of their body, other than their feet, on the floor. Players may not sit on or against walls. Players may not hold a squatting or crouching position.
- 5. Kneeling: Players may not kneel or have either of their knees on the ground, and may not hold a position whereby their knees are bent more than 90 degrees.
- 6. Lying Down: Players may not lie down either on their stomachs or on their backs.
- 7. Language: No offensive language including trash talking.
- 8. Covering Targets:
 - a. Players may not use any part of their body, their hair, clothing, equipment, or any other objects, to cover their own targets, or the targets of other players.
 - b. Players may not hold or remain in any position whereby any party of their body obstructs a sensor. This includes bending at the waist, leaning and positioning arms in front of the chest pack or shoulder sensors. Temporary obstruction of sensors is inevitable and, therefore, permissible so long as the

Continues on next page...

Laser Tag (continued)

- obstruction lasts only a moment. Actions such as 'dodging' or 'dancing' are permitted so long as targets do not remain obstructed.
- c. Players cannot cover the front of their laser. No part of the players hands or arms may be placed either on or directly in front of, or to the front and side of the laser beyond the rubber ring. Hands may butt up against the ring, but not onto any part of it.
- d. Players with hair long enough to cover shoulder sensor must secure their hair so as to not obstruct any targets.
- e. Players may not wear loose clothing, which can obstruct a sensor.

9. Physical Contact:

- a. Players may not make any physical contact with other players or their equipment. While incidents of coincidental contact are possible, marshals will determine what, if any action is to be taken if players do not maintain an area of separation between themselves.
- b. Players may not position themselves so as to block or impede another players progression.
- 10. Request for interpretations of the Players Code of Honor must be made to the Head Marshal by the Team Captain only. Such interpretations will be announced to all other marshals and to the team captains.
- It is the responsibility of the team captain to communicate all information regarding game scheduling, rules, and decisions of the Head Marshal to his teammates.

EQUIPMENT:

- 1. Players may not tamper with any with any Laser Quest property. Such tampering will result in the immediate disqualification of the entire team. Tampering with equipment includes, but is not limited to (1) damaging, removing or modifying any part of the equipment, (2) placing any item or substance on or around the equipment which obstructs or blocks sensors of the laser beam, and (3) interfering with game play in any way through the use of any mechanical or electronic devices.
- 2. If, during any game, a player experiences equipment problems, he/she must notify a marshal immediately.
- 3. If an equipment problem cannot be remedied in the maze, or is recurrent, the marshal shall key the player into a new pack, and the score up to the point will be transferred over. A game will not be replayed because of such an equipment problem.

Awards: Medals will be awarded to the top three teams in each division

OUTDOOR VOLLEYBALL

Format: Corporate Challenge Outdoor Volleyball will be using United States Volleyball Association (USAV) rules as a guideline. Rules will be changed or modified where needed. **The tournament director reserves the right to change rules on the spot.**

- Type of tournament will be six-person coed pool play tournament. The number of teams in each pool will be determined the day of event. The top teams in each pool will go into a single elimination playoff.
- 2. Teams will be made up of three men and three women. You may start the match with four (4) players as long as you have two women. You may play with five players as long as you have more women than men. Height of the net will be set to men's height (7'115/8").
- 3. Each match in the pool will be one game to 15 or 21 points rally (depending on pool size) win by one. The winner of the pool will be determined by win/loss record. Tie breaker will be based on result of head-to-head play. Play will be continuous and teams should be prepared to play back-to-back if scheduled.
- 4. Each team is authorized twelve (12) players. You are allowed to substitute in the middle back position; man for a man or woman for woman.
- 5. Refereeing is the responsibility of the teams in the pool. Refusing to referee or leaving the court area without contacting the event coordinator will result in team disqualification. The referee must keep the score and keep play safe (calling nets, contact under the net, and two guy rule). Officiating includes playoffs. If you are required to officiate during playoffs and leave, your team will forfeit all Corporate Challenge Team points which you have acquired.



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Outdoor Volleyball (continued)

- 6. Each team is allotted one (1) 30-second time-out per game. Players are allowed to take one "sand" time-out (10-15 seconds).
- 7. Coed hitting rule is enforced. If the ball is hit two or three times before going over the net, at least one hit must be by a female.
- 8. Players are not allowed to step into the adjacent court at any time. If so, play will stop and the official will award point and serve to the opposing team.
- 9. Any contact with the ball, other than a block at the net, is considered a hit.
- 10. A player may not cross the center line under the net. *Incidental* contact under the net is a fault.
- 11. If a player has served, or is serving out of order, the correct order is reinstated without penalty and the correct alignment must be established.
- 12. The receiving team may request that the serving team shift its position to allow a clear line of sight to the server.
- 13. Server is allowed one toss per serve (no reserves are allowed). Serve also may touch the net and remain in play.
- 14. The ball is in bounds if it lands within the court boundary or causes the boundary line to move.
- 15. The ball may be played off any part of the body. This includes using the feet.
- 16. You *may not* double contact the serve, using finger action. This means, NO MATTER WHAT, you may not set the serve.
- 17. You may momentarily lift or carry any **hard driven ball**. Hard driven ball is considered a ball that has downward trajectory from contact. It may not go up at all. Also it is the referee's discretion if considered hard driven (this is a judgment call).
- You may not double contact any first ball over, unless hard driven.
 Refer to rules 16 and 17.
- 19. All protests will be mediated by the event coordinator at the time of the protest. The event coordinator's decision is final.
- 20. All players are responsible for understanding the rules. Clarifications will be made during the team captain's meeting scheduled prior to the event date.
- 21. All players must conduct themselves in a courteous, cooperative and sportsmanlike manner or risk being ejected from the tournament.
- 22. All players must show proof of employment at time of check-in. NO EXCEPTIONS.
- First, second and final calls for team check-in will be announced. NO GRACE PERIOD WILL BE GIVEN.

Awards: Medals will be awarded to the top three teams in each division.

To obtain additional information about the United States Volleyball Association, write to the following:

California Beach Volleyball Association

P.O. Box 2188, Ventura, CA 93002

Pickleball

Format: Mixed Doubles Team

Game: All games will be self-refereed. Players will make line calls on their side of the net only. Code of conduct states that opponent gets the benefit of the doubt on shots "too close to call."

Equipment: Players may bring their own paddle(s). Balls will be provided, and paddles will be available for those who do not own a paddle.

Play: This will be a double-elimination tournament.

- 1. Games are to 11 points; must win by two points. (see Exception)
- Points are only scored by serving team. (Exception: depending on number of teams entered, a Rally scoring system may be used where points are won or lost on every "rally." If the Rally scoring format is used, games will be played to either 15 or 21. This will be announced on day of tournament.)
- 3. One game constitutes a match. A game is won by the team to first score 11 points by a margin of two. Rally scoring games are also by a margin of two points.
- 4. First team to serve will be by mutual agreement. Non-serving team chooses side. Sides will change after first team to score 6 points (8 or 11 points if Rally scoring). The Team Player on the right side of the court starts service. At the beginning of a new game, only one member of the team starting service will serve for points. When a point is not won, "side out" is called and the ball is awarded to the other team for service. Thereafter, both team members will serve for points. The team member serving will continue to serve as long as the team continues to win rallies. After a point is won, the team member will then serve to the opposite court and continue switching sides and serving as long as points are won. If the rally is lost, the second team member begins service and will continue to serve and switch courts as long as points are won. After both team members serve and a point is not won, it is "side out."
- 5. Calling the Score: All players shall clearly announce the score before serving the ball. The sequence is: a) say your score; b) say opponent's score; and c) say server number 1 or 2. For example, 0-0-2; 1-0-2; 2-0-2; side out, 0-2-1; 1-2-1; server change, 1-2-2; 2-2—2; 3-2-3; side out; 2-3-1; server change, 2-3-2; 3-3-2; 4-3-2; side out, etc.
- 6. Each team is entitled to one time-out lasting no more than 2 minutes.
- 7. Official Rules of the Game can be viewed on the USAPA website at www.usapa.org.

Venue: The tournament will be held at Pickleball courts located at Durango Hills Park (Durango, north of Cheyenne).

Awards: Medals will be awarded to the top three teams.

POKER "TEXAS HOLD 'EM"

Format:

- Teams consist of four players.
- Must be 21 years of age.
- It is custom to tip the dealer.

Check-in policy:

- Please arrive 30 minutes prior to your game time to register.
- Each player must present company identification to participate.
- Please check in as a team.

Tournament:

- The game will be No Limit Texas Hold 'em.
- Each team member will play one table shootout.
- Players will be awarded points based on the order in which they finish.
- 1st 50 points
- 2nd 25 points
- 3rd 12.5 points
- 4th 10 points
- 5th 2.5 points
- The team who receives the most points wins the division.
- Each player will start with 5000 in tournament chips.
- The blinds will be raised every 15 minutes.
- When a player loses all their chips, he/she is eliminated from the tournament.
- The object of the game is to eliminate the other players, thereby accumulating all the chips.



Poker "Texas Hold 'em" (continued)



No Limit Hold 'em general rules:

- All cards will be turned face up once a player is "all-in" and all action is complete.
- Only one player to a hand.
- Any raise must be equal to or greater than the previous bet. Once a raise is announced by a player, that player must make at least the minimum raise, which would be equal to the last bet.
- When time has elapsed in a round and a new round is announced, the new limits apply to the next hand. A hand has begun with the first riffle.
- Players must keep the highest denomination chips visible at all times.
- Cards on the table and face up speak for themselves. The winning hand is the winning hand even if the player does not realize he/she has won.
- If two or more players go broke during the same hand, the player starting the hand with the most chips finishes in highest tournament place.
- Must be 21 years of age.

Tie breakers:

- In the event of a tie, players will participate in a sudden death round.
- The sudden death round will last 15 minutes and the player who finishes the round with the most chips wins.
- Each player will have 30 seconds to act on his/her hand.
- Blinds \$500/\$1,000

Awards: Medals will be awarded to the top three teams in each division.

RACQUETBALL

Format:

- Round Robin/Pool Play, 1 game to 15 points each
- Championship Match, best 2-3 games to 15 (game 3 tie breaker to 11)
- Bracketing will take place on site.

Categories:

One team per company in each category.

(A player may compete in only one (1) category.)

- Men's Singles
- Men's Doubles
- Women's Singles
- · Women's Doubles

Equipment:

Teams must provide their own equipment.

- Protective eye guards (mandatory)
- Racquetball racquet only, with tether (tennis, squash or other types of racquets not permitted)
- Each team must provide one can of Penn Ultra Blue Balls

ag a Bling

Check-in time:

30 minutes prior to match time.

- 1. U.S.R.A rules will be followed. Tournament director reserves the right to make changes on the spot. Please visit www.usra.org for a printable copy.
- 2. A match will consist of 1 game to 15 points
- 3. Championship match will consist of the best two (2) out of three (3) games to 15 points, game three tie breaker to 11 points
- 4. All matches are self-officiated, but players may be required to assist as needed.
- 5. Protective eye guards must be worn at all times.
- 6. All racquets must have a tether attached to the handle
- 7. Home facility court rules may apply

Awards:

- Medals will be awarded to the top three teams in each category.
- Team points are awarded for 1st-6th place (no medals).

RANGE SHOOTING

Format: Team consists of four individuals. Any combination of male and female is allowed. Only one team per company can compete. A competitor may provide his/her own gun and ear and eye protection or purchase **mandatory** ear and eye protection at the facility.

Fees: Range fee - \$12 per person

Handgun rental fee - 10 per person/hr, 20/3 hours. Limited Beretta autos w/2 clips are now available in 9mm, .40 & .45 caliber, 1st come, first served.

Eye protection - \$5 to purchase, or you may provide your own.

Ear Protection - \$.50, or you may provide your own.

Target - \$1, plus tax

Ammunition – retail price, plus tax

Practice Fees: \$9 daily range fee at the public range. All other fees are the same.

Teams must provide their own equipment.

All team members must have a Range Card from the Public Rifle/Pistol Center at the Clark County Shooting Complex. This requires reading and signing a waiver, and viewing a 5 minute video. Be sure to arrive early enough to obtain the card before checking in for the event.

Range Event is held at the Education Center 1/4 mile east of Public Range.

When checking in for Corporate Challenge Range Event you must:

- Show ID to confirm employment with the company.
- Read and sign range safety rules and city of Las Vegas liability waiver.
- Fill out score card and return it to Corporate Challenge Staff.
- All firearms must be factory stock center fire handguns with barrel length not to
 exceed 8-3/8", no scopes, and laser sights or aim points. (Exception: target grips,
 adjustable sights, and action jobs.) No .22 caliber or 5.7 mm guns are allowed.
 Tracer rounds, incendiary rounds, armor-piercing rounds, "Wolf Ammo," ammo
 with steel core, or rounds at speeds in excess of 1500 feet per second muzzle
 velocity are NOT allowed on the range. Violators will be disqualified from the
 event.
- Participants must complete the course proficiently and safely "under Range Master supervision"
- 3. Course of fire:
 - (1) 15 yards
 12 rounds 35 seconds

 (2) 10 yards
 12 rounds 35 seconds

 (3) 7 yards
 12 rounds 35 seconds
- 4. Scoring as hit: 0, 7, 8, 9, 10 X (possible maximum score is 360). Score will stand. Range Master has final decision.
 - Shooter must reload after six rounds in each course of fire. It is suggested

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Range Shooting (continued)

that the participant have two magazines or speed loader. Spare magazines are not available for rent.

- Maximum shots 36. If a competitor fires more than the required number of shots, the required number of hits of lowest value will be scored.
- Shots fired after the 35-second limit will result in a 10-point deduction per shot.
- Posting of scores: Captains have the option to stay and wait or come back
 and sign off on the targets/ score sheets prior to posting. If contested, the
 team captain must wait until the scoring Range Master is available to recheck the targets. Targets/ Score Sheets not signed by the end of the days
 shoot will be posted as is. No further contention will be considered.
- 5. Team members must shoot at the same time on March 22, anytime between 11 a.m. and 4 p.m. No appointment is necessary, but reservations for team shooting times may be made in advance. The last time to check-in to shoot is 3:30 p.m. If more than four shooters attempt the course of fire, the team will be disqualified.
- 6. Range shooting event is a "no alibi" event.
 - If a cartridge fails to fire, misfires, or a pistol fails to function in timed or rapid fire, the competitor is not allowed to re-fire.
 - The competitor may complete the string by manually cocking the pistol or
 operating the slide, but if the competitor does so, the pistol must remain
 pointed toward the target at all times. This must take place within the
 allotted time. (N.R.A. RULE 10.10)
- Tie breaker: In the event of a tie, teh number of "Xs" will be counted to serve as the tiebreaker. Should a tie still exist, a "team shoot off" will be required.
 Date and time will be announced.
- Shooters must use only one firearm. The chosen firearm must be used for all distances
- Absolutely no handling of firearms inside the Education Center. All firearms must be holstered or cased upon entry of any of the structures at the Shooting Complex.
- 10. Team practice may be scheduled at the Public Range during the week prior to the day of the event. Practice round range fee: \$9 per person, all other listed fees will apply.
- 11. Photographs: Due to safety considerations, flash photography must be approved by the range master before the shoot.

Awards: Medals will be mailed to the winners at the conclusion of the event.

SKEET SHOOTING

Format: Team (Squad) consists of 5 individuals. Any combination of male and female is allowed. Only one team per company can compete. A competitor may provide his/her own gun and ear and eye protection or purchase **mandator**y ear and eye protection at the facility. Each team member will shoot 50 targets.

Fees: Clay Target Fee - \$13 per person

Shotgun Rental Fee – \$10 per person/hr, \$20/3 hours

Eye Protection – \$5 to purchase

Ear Protection - .50

Ammunition – retail price

Practice Fees: \$6.50 per 25 targets at the Shotgun Center. All other fees are the same.

Participants must check in at the facility on the day of the competition and:

- Show ID to confirm employment with the company,
- Sign a city of Las Vegas liability waiver,
- Present Clark County Shooting Complex range card. First-time competitors must view a safety video and read and sign the Clark County liability waiver to receive a CCSC range card, if you have not done so on a prior visit,
- Fill out score card and return it to Corporate Challenge staff.

Special Rules for participating in the 2016 Corporate Challenge Skeet Event at the Clark County Shooting Complex, April 24, 2016.

- All new participants should consider visiting CCSC prior to competition day to view the safety video (about 5 min.) and read and sign the waiver to receive the range card. For hours of operation, please visit their website at http://www.clarkcountynv. gov/shootingcomplex.
- 2. Prior to the day of the Corporate Challenge Skeet event, it is advised that all new participants visit CCSC to shoot a minimum of one round (25 targets) of skeet under the supervision of their staff. Staff will provide helpful information and safety tips. One round of 25 targets is \$6.50. You may purchase the ammunition from the facility or bring your own.

Ear and eye protection is mandatory.

General Rules of Skeet:

- Safety is of the utmost importance. Anytime you are carrying a shotgun at any
 facility, the breech should be open and the firearm completely void of ammunition.
 Pump guns and automatics should be carried with the muzzle carried pointing up
 until you arrive on your shooting station. Break-action guns, such as over/unders,
 should be carried open and the muzzles facing down.
- 2. When moving from the gun rack to the shooting stations on the field, carry your firearms as described above. Once it is your turn to shoot and you step upon your station, the muzzle of the gun should be pointed downrange. Place a single shell into the chamber of your gun (or two if shooting one of the four designated doubles stations) and close the action.

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Skeet Shooting (continued)

- 3. Bring the gun up to your shoulder, place your cheek on the stock to allow your eye(s) to line up the beads and call "pull" for the release of your target. Once you have fired, bring the gun back down, eject the empty shell, and start the process again until you have completed the requirements of the station. You will shoot targets from eight different stations to make up a 25 target round of skeet. Doubles will be thrown from four of the stations (1, 2, 6 & 7). At all times when moving from station to station on a skeet field, the gun must be open, ammunition removed, and carried as described above.
- 4. Always be aware of the direction you are pointing the muzzle. As you move around the skeet stations, the "downrange" position is constantly changing.



Skeet Tips: The average target on a skeet field is shot at a distance of 18 to 22 yards, so "skeet" or "Improved Cylinder" is the preferred choke, and barrel lengths of 26 to 28" are recommended. Most skeet shooters prefer shot pellet size #9, but 8's are also very effective. While skeet targets are fairly close to you, the angle of flight in relation to where you are standing can be very extreme. These targets require a pronounced amount of follow-through for the best results. Skeet targets do not vary in their flight path, and are thrown to travel a distance of approximately 60 yards. Pre-event practice is recommended.

6 VS. 6 COED SOCCER

Format: Single Elimination

All teams must be checked in and ready to play by 5:45 p.m.

Games will start at 6 p.m. on assigned date of play.

Each team is required to fill out a team roster card before the game starts.

Each player must have a photo ID, e.g. driver's license, and proof of employment at every game.

All teams are responsible for paying the officials fees.

Bracket will be done on site.

All teams should have a first aid kit.

- 1. This is pool play followed by single elimination tournament.
- 2. The game is played with six (6) players per team on the field at a time, including the goalkeeper.
 - a. Teams are limited to 15 players in uniform (on the sidelines) during a game.
 - b. Each team must have three (3) men and three (3) women in uniform on the field at the start of the game.
- 3. The game consists of two 20-minute periods and a 5-minute half time.
 - a. There is a running clock throughout the game.
 - b. No game may end in a tie.
- 4. Game time is forfeit time.
- 5. Jerseys: All team members must have matching colored jerseys with a permanent

number on the back of the shirt that is 6"-8" high.

- a. If a team logo on the back of the shirt prohibits the placement of a number, it may be placed on the upper sleeve near the shoulder.
- b. Numbers on the sleeve must be at least 4" high. Taped numbers are not allowed.
- 6. Each team must supply one (1) regulation size-5 soccer ball.



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6 vs. 6 Coed Soccer (continued)

- 7. No unsafe shoes, casts, helmets, jewelry, etc. may be worn.
- 8. The 5-foot rule is in effect.
 - a. A man and a woman may both charge the ball.
 - Once a woman has control, a man cannot come within five feet until she enters the penalty box.
 - c. The man may not tackle, run alongside, shadow in front of the woman, or intimidate in any manner.
 - d. If the man steals or kicks the ball away from a woman outside the penalty box, it will be considered a yellow card offense.
- 9. Slide tackling is not allowed.
 - a. The penalty is a direct free kick.
 - b. Any slide tackle is an automatic red card offense.
 - c. Any slide may be a minimum yellow card offense, except when the goalkeeper is attempting to retrieve the ball in his or her own penalty area.
 - d. The goalie may not be charged at any time.
 - e. It is at the official's discretion to determine if any slide warrants a penalty.
 - f. Blue cards are issued to serve as a preliminary caution for any abusive behavior or language, as well as any delay of game tactics.
- 10. All free kicks during a game will be "direct" and must be taken by a woman player, including penalty kicks.
 - a. There is no "offside."
 - b. Goal kicks cannot cross the centerline without first being touched by a teammate or by an opposing player. If this violation occurs, a direct free kick for the opposing team will take place on the center line at the point of crossover.
- 11. The goalkeeper may not touch the ball with his or her hands if it has been deliberately kicked back to them by a teammate.
 - a. This violation will result in a direct kick by the opposite team from the point of infraction at the nearest edge or the penalty box.
- 12. Substitutions: A substitute can enter play during stoppage of the game with permission from the referee.
- 13. Injury (blood): Any player who sustains an injury, in which blood is visible on the skin area, must leave the game when observed by the referee.
 - a. The player may not re-enter the game until the injury is covered or the bleeding stopped.
 - b. Normal substitution rules prevail.
- 14. The referee has the authority to control the spirit of the game and may stop it at any time to keep complete control.
- 15. Playing area measurements:
 - a. Field size: approximately 60 yards long by 40 yards wide.
 - b. Penalty area: 9 yards by 22 yards.
 - c. Goals: approximately 8 feet high and 20 feet wide.

Continues on next page...

6 vs. 6 Coed Soccer (continued)

Red card:

- 1. Any player who receives a red card must leave the field immediately and will receive an automatic one (1) game suspension. This includes the remainder of the game in which the card was given, plus the team's next game.
 - a. If the player is physically or verbally abusive, he or she must leave the park immediately and will be removed from the remainder of the tournament.
 - b. A team whose player receives a red card must play the remainder of the game without a replacement.
- 2. It is the responsibility of each individual player (regardless of experience) to play under complete control. For example, a player may not run uncontrollable into another player. The ball must be played not the person.
- 3. Fighting or abusive language or any such actions are strictly forbidden.
- 4. Any player or coach who strikes an official or staff member during or after a game will be suspended for life. Pushing, harassing, or threatening an official or staff member may result in suspension from the Corporate Challenge for the following year.

Tied games: One coin toss will determine the overall kick-off possession for the entire overtime procedure. The captain/coach will determine which players will continue for 1 "sudden death" 3-minute period (in single elimination only). If still tied, straight to penalty kicks. Order of penalty kicks (female, male, female, male, female).

Protests: Protests must be submitted in writing to the scorer's table before the conclusion of the game. All protests are decided by the event coordinator and appointed committee at the game site.

- The protest must be accompanied by a \$25 protest fee.
- Player eligibility protest: Protest fee is \$25 per player protested.
- The fee is returned if the protest is upheld.

Direct any additional questions regarding the outcome of any game or decision to the Corporate Challenge coordinator.

Revised 2016

COED SOFTBALL

Format: Coed, pool play with single elimination tournament. Top team(s) in each pool will advance to a single elimination playoff.

Team Verification: It is imperative that all companies contact the Municipal Sports Office at 229-1642 or email at municipalsportsunit@lasvegasnevada.gov three weeks prior to the event to verify that their company will be fielding a team.

Check-in: Team coaches or representative must report to the official tournament information table to verify all information and/or changes in the tournament. Only the first scheduled game time is guaranteed as an official game time.

Equipment: Teams must provide their own equipment.

Umpire Fees: Teams will be responsible for all umpire fees. Umpire fees are \$12 per team per game and paid on the field directly to the umpire or AFA representative.

Identification: It is mandatory that each softball participant show proper identification before each game is played. Participants must have identification available at all times during play. Any participant without proper identification will be considered ineligible to play. Acceptable identification include: work photo ID card or paycheck stub and driver's license.

Administrative Rules:

- Each team is limited to 20-player roster. The official team roster/liability waivers
 must be submitted to CLV tournament staff prior to the start of your first scheduled
 game.
- Illegal Players: Any player who participates on more than one team or who
 participates within another division will be suspended from the tournament. The
 team who allows an illegal player to participate will not be allowed to receive any
 awards or points.
- 3. Start of Game: Each team may start with a minimum of eight players, provided that four are male and four are female. If at any time for any reason, a team is unable to field a minimum of eight players, the game will result in a forfeit
- 4. Batting Order: The head coach or team captain must provide a line-up card to the umpire before the start of the game. The card must show the player's first name and last name.
- Ties in pool play will be determined by: head-to-head, run differential, coin toss. Medals are awarded to the top three teams in each division.
- 6. Game times as listed on the official tournament schedule, is considered forfeit time.
- 7. Coin flip will determine Home and visiting teams for each game
- 8. Time Limit: All games will be 60 minutes or seven innings, whichever comes first.
- 9. Mercy rule: The game shall be called if:
 - a. A team is 20 or more runs ahead after the third inning.

Coed Softball (continued)

- b. A team is 15 or more runs ahead after the fourth inning.
- A team is 10 or more runs ahead after the fifth inning.
- 10. Championship games will be regular games.
- 11. Forfeits: Any team that forfeits a game during pool play will be eliminated from the tournament, no exceptions. If for any reason your team is not ready to play at the



- scheduled game time on the official tournament schedule, it will be considered a forfeit. There is no grace period during tournament play for any reason, such as finding the park, scheduling, finding a parking space, proper ID, etc.
- 12. Game time request: We cannot accommodate any special game time requests, such as early games, late games.
- 13. Infield practice is not allowed between games or between innings.
- 14. All valid protests must be submitted before the completion of the game in question. Protest based solely on the judgment of the umpire/official will not be received or considered. Protest based on the misinterpretation or misapplication of playing rules shall be received and considered. Payment in the amount of \$50.00 from the protesting team must be submitted to the city of Las Vegas within 24 hours of the initial protest.
- 15. Unsportsmanlike conduct is not tolerated. Examples include, but are not limited to: Verbal threatening or harassment of an opposing player, coach, umpire or city staff, unnecessary rough tactics, fighting, etc. Depending on the severity of the act, any participant, coach or player may be ejected from the game, expelled from the tournament, removed from the park/facility and/or prevented from ever participating in a city of Las Vegas-sponsored recreational program.
- 16. Coaches or team captains are expected to lead by example and are ultimately responsible for maintaining control of their team before, during and after games. This includes proper communication with program coordinators, game officials and city staff.
- In case of inclement weather, coaches should contact Municipal Sports (229-1642) for the most current information available regarding field conditions and/or cancellation of games.

Coed Softball (continued)

Playing Rules:

Corporate Challenge Coed Softball will be fully governed by AFA, American Fastpitch Association, rules and regulations except as noted. The AFA umpire will judge his or her game without interference from CLV staff during a regulation game, unless there is an infraction dealing with CLV rules only.

- Equipment: The official game ball is a 12-inch regulation softball. The city will
 provide teams with a list of approved bats for the tournament. All players must
 wear a company jersey or tee shirt, preferably alike in color. Weather will dictate
 specialty wear, i.e. jackets, sweatshirts, head wear, etc. The program coordinator
 will rule on this.
- 2. Courtesy runners: Teams may use one courtesy runner per inning, provided that it is the last person to record an "out" in the previous inning. Gender for gender only.
- 3. Tie breaker: If extra innings are required, the following rules apply:
 - a. Visiting team will start inning with no outs.
 - Visiting team shall place the player who recorded the previous inning's last out at second base.
 - A "courtesy runner" is not allowed until that runner has reached third base.
 - ii. If no substitution is available, the "courtesy runner" is the one who recorded the second out in the previous inning.
 - Each offensive player will enter the batting box with a two-ball/one-strike count.
 - d. Play will continue in the "tie breaker" format until a winner is determined, regardless of the time elapsed.
- 4. Home Run Classification:
 - a. Divisions A and B teams are permitted to hit five home runs per game. Each home run hit beyond the limit will result in an out.
 - b. Divisions C and D teams are permitted to hit three home runs per game. Each home run hit beyond the limit will result in an out.
- 5. Pitching Arc: A legal pitch must have a discernible arc of at least six feet and a maximum height of 10 feet from the playing surface, as judged by the umpire. Balls and strikes are judged by the umpire; strike mats will not be used.
- 6. Extra Players: Each team may use up to 12 offensive players in the batting order (six men, six women); but may only use 10 defensive players in the field (five men, five women).
- 7. Line up: All teams which begin the game with 10 or 12 players may reduce the lineup to as few as eight players (four men/four women).
- 8. Batters will come to the plate with one ball, one strike count. Batters will have one foul ball to waste with two (2) strikes.

Coed Softball (continued)

- 9. Defense: Two (2) men and two (2) women must take defensive positions in both infield and outfield. The pitcher and catcher must be of different gender. Any fielder may make a defensive play.
 - a. An infielder is a fielder who defends the area around first, second, third or shortstop areas.
 - b. Outfielders must take position behind the deepest infielder.
- 10. Home Plate: Any player can cover plays at home plate. Coed plays at home plate will be handled as force outs. A perpendicular line six feet in length will be drawn halfway between home and third base; this is the commit line. If a runner advances past the line, he/she must advance and attempt to score by touching the base placed seven feet from and evenly with the home plate. This rule also applies on fly ball/tag situations. Runners who touch home plate will be declared "out." No appeal necessary.
- 11. Walk Rule: Any walk to a male batter will result in one (1) base award. If a male batter walks on three (3) straight balls, then and only then, will the female batter have her choice of batting or receiving an automatic walk.

Awards: Medals will be awarded to the top three teams in each division.



SWIMMING

Format: Each company may enter one male and one female per event in each age category. Male/Female age categories:

18-24, 25-29, 30-34, 35-39, 40-44, 45-49, 50-54, 55-59, 60-64, 65+

Events, listed in swim order

200-yard Freestyle 50-yard Breaststroke 200-yard Coed Medley Relay-

no age limit

(Back, Breast, Fly, Free)

100-yard Freestyle 50-yard Backstroke 200-yard Coed Freestyle Relay-

no age limit

50-yard Freestyle 100-yard Individual Medley

(Fly, Back, Breast, Free)

The pool is a 25-yard pool.

United States Swimming Association rules apply in all events.

- 1. Swimmers may swim only in their correct age groups.
 - Swimming down in age groups is not allowed.
- 2. Swimmers are limited to four (4) events, including relays.
- 3. The coed freestyle relay allows for two (2) men and two (2) women, as does the coed medley relay.
- 4. List all possible entries on the roster.
- 5. Turn judges and lane line judges are used during the event.

Listed below are a few key items to keep in mind when participating in the swimming event:

- 1. False starts are not permitted.
- 2. Swimmers are permitted to start in the water, on deck or from the starting block.
- 3. Pulling on lane lines is not permitted.
- 4. Only one complete pull and one complete kick are permitted underwater during the breaststroke start and turn.
- 5. When swimming breaststroke, a person's head can go underwater on each stroke.
- 6. A two-handed turn is used for the breaststroke and butterfly. The hands must be on the same plane when touching the wall.
- 7. During turns, a person must touch the wall with either a hand or foot depending on the stroke or event.
- 8. During relays, the diver must be in contact with the block until the swimmer has touched the wall.
- 9. The decisions of the meet judges are final.
- 10. Teams may enter more than one (1) relay per event, but only one relay score will count.

Lifeguards are present at all times.

Points and Medals:

- All points are added together for team championship.
- Relay points are not doubled.
- Individual medals are awarded in each event and age group.

TABLE TENNIS

Format: Men's Singles, Women's Singles, Men's Doubles, Women's Doubles.

For doubles, one team of men and one team of women are allowed for

each company.

(A player may not compete in both singles and doubles.)

Game: Table tennis games are self-refereed. Each player must have knowledge of all rules and is responsible for making calls against the opposing player.

Monitors: Table monitors will be provided, when possible, and will be responsible only for recording the scores as reported by the players and submitting the final results to the event statistician.

Equipment:

- Tables are provided. Players must provide their own racquet and balls.
- The racquet must be made of wood and may be covered by rubber or foam.
- Sandpaper racquets are not allowed.
- We will be using International Table Tennis Federation standard balls, 40 millimeters in diameter and 2.7 grams in weight (orange color).

Play: This is a double-elimination tournament.

- 1. Games are to 11 points; must win by two points.
- 2. Players alternate serves every two points until deuce (10-all).
- 3. Matches are best of five.
- 4. A game shall be won by the player or pair first scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsquently gaining a lead of two points.
- 5. The order of serving, receiving and ends
 - a) After each two points have been scored, the receiving player or pair shall become the serving player or pair and serve until the end of the game unless both players or pairs score 10 points, when the sequence of serving and receiving shall be the same, but each player shall serve for only one point in turn.
 - b) The player or pair serving first in a game shall receive first in the next game of the match, and in the last possible game of a double match, the pair due to receive next shall change their order of receiving when first one pair scores five points.
 The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of the match, the players or pairs shall change ends when first one player or pair scores 5 points.

Intentional Delay of Game: 20-Second Rule: After the completion of a point, the next serve must be made within 20 seconds.

The following penalties are imposed for intentional delay of games:

- 1st offense constitutes a verbal warning
- 2nd offense results in a loss of point
- 3rd offense results in a loss of game
- 4th offense is a loss of match

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Coaching: Advice *may be given only* between games or during other authorized suspension of play, but not at any other time, such as during a momentary break for toweling or at the change of ends in the last possible game of a match.

In team events, a player may receive advice from anyone. In individual events, advice may be given only by one person designated before the match.

The following penalties will be imposed for accepting coaching during a game:

- 1st offense Both player and coach will be warned.
- 2nd offense Player will lose a point and the coach will be directed to leave the area.
- 3rd offense If the coach refuses to leave the area, play will be suspended, resulting in a loss of match.

Additional Rules: In addition to the rules listed, the following USA Table Tennis Rules apply as stated on their website at www.usatt.org/rules/index.shtml.

- Players are the only people permitted on the playing floor. All others must be seated in the bleacher area.
- No flash photography is permitted during play.

Awards: Medals will be awarded to the top three teams in each event.

TENNIS

Format: Men's Singles, Women's Singles, and Coed/Doubles

Teams may not have more than two men and two women on a roster. Teams are encouraged to field all three positions; however, it is not required to field all three in order to participate. Teams must submit rosters one week prior to event with participants' USTA members (if applicable) and participants' NTRP rating. Draws will be made prior to the event based on these statistics.

* Teams must provide their own equipment.

Equipment Needed: Each team must supply a new can of balls to the tournament director at registration. These will be used to conduct the tournament.

Rules:

- 1. Tournament is single elimination.
- 2. Best of eight games, first player(s) reaching five games wins the match.
- 3. If tied at 4-4, a 12-point tiebreaker is played. The first player/ team to win seven of the 12 points, wins. The player/ team must win by two points.
- 4. No-Ad Scoring
 - a. For singles play at deuce: The Returner has the choice of where the server must serve (Duece or Ad Court).
 - b. For doubles play at deuce: Female serves to Female, Male serves to Male.
- 5. Once a player has started tournament play, they can't be substituted.
- 7. Players call their own lines. Officials will not be on site.
- 8. The tournament shall be governed by USTA Code of Conduct rules.

Awards: Medals will be awarded to the top three teams in each event.



TRACK AND FIELD

All participants MUST be pre-registered (entered into Track Meet Manager) or they will not be able to participate. NO substitutions or additions the day of the event.

The age category is determined by participant's age on the day of the event.

The official rule book is the *National Federation of State High School Association Rule Book*. All track events abide by this rule book. (Exception: One false start is allowed without disqualification.)

- Compete in as many track events as desired.
- Starting blocks not permitted.
- No spikes or cleated shoes allowed.

Heats are established after all entries are received, whenever necessary.

Event winners are based on time, not place in heat.

* Walking will result in disqualification in all track events

800 Meter: One male and one female entrant per company, per age group.

18-24	25-29	30-34	35-39	40-44
45-49	50-54	55-59	60-64	65+

400 Meter (4 X 100M) Relay: One team per company of two men and two women, each running 100 meters.

100 Meter Sprint: One male and one female entrant per company, per age group.

Starting blocks are provided.

	- F			
18-24	25-29	30-34	35-39	40-44
45-49	50-54	55-59	60-64	65+

400 Meter Run: One male and one female entrant per company, per age group.

18-24	25-29	30-34	35-39	40-44
15-49	50-54	55-59	60-64	65+

Softball Throw: One male and one female entrant per company, per age group.

	-	1	1 1/1 00	1
18-24	25-29	30-34	35-39	40-44
15 10	50.54	55.50	60.64	65.

Participants are allowed two throws. The ball must land within the designated boundaries. Total distance within boundary is measured. Softballs are provided.

Only longest throw is recorded, ties remain ties.

Long Jump: One male and one female entrant per company, per age group.

18-24	25-29	30-34	35-39	40-44
45-49	50-54	55-59	60-64	65+

Each entrant has two attempts. In case of a tie, the tie is broken as follows: second best jump. If still a tie, it will stand as a tie.

Shot Put: One male and one female entrant per company, per age group.

18-24	25-29	30-34	35-39	40-44
45-49	50-54	55-59	60-64	65+

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Track and Field (continued)



Men use the 12# shot and women use the 8# shot. Each contestant enters the circle from the back of the circle and exits from the back. Each must stay within the circle until the judge calls "mark" for that put. Each contestant has three puts.

The field of contestants may be divided into flights with one group taking their puts and then being measured before the next group takes their puts. In case of a tie, the tie is broken as follows: second best put, third best put. If still a tie, it will stands as a tie.

POINTS: Individuals score points as follows in each event and/or age category:

10points1st place8points2nd place6points3rd place4points4th place3points5th place1point6th place

Total team points determine the team champion.

Points for ties are determined as per examples:

Two-way tie for 1st place:

10 pts. (1st) + 8 pts. (2nd) = 18 pts. divided by 2 = 9 pts. each.

Two-way tie for 4th place:

4 pts. (4th) + 3 pts. (5th) = 7 pts. divided by 2 = 3.5 pts. each.

Three-way tie for 2nd place:

8 pts. (2nd) + 6 pts. (3rd) + 4 pts (4th) = 18 pts. divided by 3 = 6 points each.

Double or triple (etc.) medals are awarded for ties.

Awards: Individual medals are awarded in each event and age group. Total team points determine team champion.

TRAP SHOOTING

Format: Team (Squad) consists of five individuals. Any combination of male and female is allowed. Only one team per company can compete. A competitor may provide his/her own gun and ear and eye protection or purchase **mandatory** ear and eye protection at the facility. Each team member will shoot 50 targets.

Fees: Clay Target Fee - \$13 per person Shotgun Rental Fee - \$10 per person/hr, \$20/3 hours Eye Protection - \$5 to purchase

Ear Protection - .50 Ammunition - retail price

Practice Fees: \$6.50 per 25 targets at the Shotgun Center. All other fees are the same.

Participants must check in at the facility on the day of the competition and:

- Show ID to confirm employment with the company,
- Sign a city of Las Vegas liability waiver,
- Present Clark County Shooting Complex range card. First-time competitors must view a safety video and read and sign the Clark County liability waiver to receive a CCSC range card, if you have not done so on a prior visit,
- Fill out score card and return it to Corporate Challenge staff.

Special Rules for participating in the 2016 Corporate Challenge Trap Event at the Clark County Shooting Complex, April 24, 2016.

- All new participants should consider visiting CCSC prior to competition day to view the safety video (about 5 min.) and read and sign the waiver to receive the range card. For hours of operation, please visit their website at http://www.clarkcountynv. gov/shootingcomplex.
- 2. Prior to the day of the Corporate Challenge Skeet event, it is advised that all new participants visit CCSC to shoot a minimum of one round (25 targets) of skeet under the supervision of their staff. Staff will provide helpful information and safety tips. One round of 25 targets is \$6.50. You may purchase the ammunition from the facility or bring your own.
- 3. Ear and eye protections are mandatory.

General Rules of Trap:

Safety is of the utmost importance. Anytime you are carrying a shotgun at any
facility, the breech should be open and the firearm completely void of ammunition.
Pump guns and automatics should be carried with the muzzle carried pointing up
until you arrive on your shooting station. Break-action guns, such as over/unders
and single barrels, should be carried open and the muzzles facing down.

- 2. When moving from the gun rack to your starting shooting station, carry your firearm as described above. Once at your shooting station, the muzzle of the gun should be pointed downrange. You may put a single shell into the chamber of your gun once at your shooting station, but do not close the action until it is your turn to shoot.
- 3. When it is your turn to shoot, close the action, bring the gun up to your shoulder, place your cheek on the stock to allow your eyes to line up the beads, and call "pull" for the release of your target. Once you have fired, bring the gun back down, eject the empty shell, and start the process over again. You will shoot at five targets from each of the five stations to comprise a 25-target round. Each time you change stations, the gun must be open and ammunition removed. When moving from station five to station one, you always walk behind the other shooters in your group. When you have completed your round, move back to the gun rack area carrying the firearm as described above.

Trap Tips: The average target on a trap field is shot at a distance of 30 to 35 yards from you, so "modified" or "full" chokes are preferred, and barrel lengths of 30 to 34' are recommended. Most trap shooters prefer shot pellet size # 8 or 7.5. Trap targets are flying away from you at unknown angles, but will always fly the same distance (approx. 50 yards) and at the same height. Good basic instincts are helpful, but the game can be made much easier with a few rounds of practice. Trap and skeet both use the same physical target, but there are major differences in the layout of the field and shooting stations.



TRIVIA CHALLENGE

Format: 4 person team with 1 table monitor (5 people total; not gender specific). There will be three rounds with 10 preselected questions in each round. Each question is worth ten points; a total of 100 points in each round and 300 points total.

Rules:

- 1. Each table will consist of 4 teams member and one table monitor (from an opposing team)
- No electronic or assistive devices of any kind (paper, visual, etc.) will be allowed.
- 3. Teams will be required to place any cell phones in the middle of the team table.
- 4. If a person must step out to take a phone call, email or text during the round, they must sit out that entire round.
- 5. Teams will designate a spokesperson from their team who will be the scribe.
- 6. Answers must be written legibly and close to spelling as possible (even if just phonetically).
- 7. A question will be called out and shown on a big screen.
- 8. Team will have 1 minute to answer their question and write the answer down on the numbered answer sheet.
- 9. Once the 1 minute answer period has passed, the announcer will not return to that question.
- Answers will not be allowed to be changed or added after the two minute time period.
- 11. If a question is unanswered within the 1 minute answer period, the table monitor will mark through the numbered line on the question sheet with a red marker.
- 12. Once a round is complete, the table monitor will grade the questions at the table. Total points acrued from the round will be written on the score card.
- 13. Answers will be given by the announcer.
- 14. Once round is complete, room monitors will collect the round answer sheet.
- At the end of all three rounds, points on the score card will be totaled by table monitor.
- 16. The winner will be the team with the most points at the end of the third round.
- 17. In an event of a tie for $1^{st} 3^{rd}$ place, a question will be selected at random from a box of questions.
- 18. The tied teams will follow the same set of above mentioned rules for the tie rounds; sudden death format.

Cheating: If a person/persons get caught cheating, the entire team will be eliminated from the entire game and will be asked to leave.

Awards: Medals will be awarded to the top three teams in each division.

VOLLEYBALL

Teams: Coed teams composed of three men and three women. Each team is allowed 12 players. The team captain (only) must register with the volleyball tournament director at the event check-in. The captain must provide proof of employment with picture on all team players at registration.

Uniforms: Shirts must be similar and of the same color for all players on your team. Numbers on the shirts are not required.

Warm-up time: There may or may not be warm-up time available on the court prior to each game.

Teams will be responsible for paying official fees.

Format:

- 1. Bracketing will be done on-site with team registration/check-in by 6 p.m.
- Tournament director reserves the right to make rule or schedule changes on the spot. United States Volleyball rules apply with some rule changes to help the matches run effectively.
- Games are played to 30 points, rally scoring with a 30-point cap,
- 4. To start, the official flips a coin and the winner of the coin toss chooses from serving or side selection.



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Volleyball (continued)

- 5. A team must start the game with six players, three male and three female. If your full team is not available to play at game time, your team will forfeit the game (see tournament director for details). You have until your second game to fill your team; if not, your team will be eliminated from the tournament.
- 6. The assigned floor captain has one minute to have his team ready to play after the official blows the whistle indicating time to play. If the team is not ready, the official can award a "point and serve" to the opposing team for every minute not ready.
- 7. Players must wait for the official to signal before they serve. Each team will receive one warning per game if their player serves before the official indicates service. On the second offense, the official will award a "point and serve."
- 8. Coed hitting rule is enforced. If the ball is hit two or three times before going over the net, at least one hit must be by a female.
- 9. A ball that hits the ceiling can be played if it returns to your side of the court. Other obstacles will be a judgment call by the official.
- 10. Players are not allowed to step into the adjacent court at any time. If so, play will stop and the official will award "point and serve" to the opposing team.
- 11. If your foot crosses the center line (your whole foot or contact is made with another player), play is stopped and "point and serve" will be awarded to the opposing team.
- 12. Each team gets one 30-second time-out per game.
- 13. When rotation has one male player in the front row, a backcourt male player may assist on a block.
- 14. Players may not pound the ball on the floor or walls if a game is under way.
- 15. New players can be substituted into the game to the center back position on each rotation or to any position when a time-out is called. The time out can be called by either team or an official. The official must signal the new players into the game. Players re-entering the game must return to their original position.
- 16. All players must conduct themselves in a courteous, cooperative, and sportsmanlike manner or risk being ejected from the tournament.
- 17. Only the floor captain may discuss rulings with the official.
- 18. All protests are taken up on the spot. All protests must be in writing to the tournament director. (Judgment calls cannot be protested. See Corporate Challenge Handbook on protests.)
- 19. The ball can be hit with any part of the body.
- 20. A double hit will be allowed on the first ball over the net.
- 21. Players cannot wear hats, watches, or dangling jewelry during games.
- 22. All players are responsible for understanding the rules. Clarifications will be made during the team captain's meeting scheduled prior to the event date.
- 23. Do not leave the gymnasium until you have checked with the Tournament Director and are positive that you know the date, time, and location of your next game.
- 24. Server is allowed one toss per serve.
- 25. Serve may touch the net and remain in play.
- 26. This is a double-elimination tournament.

Children must be supervised by a non-playing adult at all times. No food or drink allowed in the gymnasium.

Awards: Medals will be awarded to the top three teams in each division.

WALK RACE (4K)

Format: Four walkers in each category per team: two females and two males for a possible total of 44 walkers. No alternates.

Wheelchair	
18-24	45-49
25-29	50-54
30-34	55-59
35-39	60-64
40-44	65+



Rules:

- 1. Definition of a walk from the USA Track and Field Competition Rules Book:
 - USATF #39 Race walking is a progression of steps so taken that the walker
 makes contact with the ground so that no visible (to the human eye) loss of contact
 occurs. This means that before a race walker lifts their rear foot off the ground,
 their leading foot must make contact with the ground. For a brief moment the heel
 of the leading foot and the toe of the rear foot appear to be in contact with the
 ground simultaneously.
 - USATF #150 The advancing leg must be straightened (i.e., not bent at the knee) from the moment of first contact with the ground until in the vertical position. When beginning walkers first hear this rule they sometimes think that they must walk with their legs straight all the time, however this is not true. The only requirement of this rule is that when a race walker's lead foot strikes the ground, their leg should be straight. It must stay straight until it passes under the body. Then it will have to bend to swing forward.
- 2. All walkers start in assigned waves and cover the same course, the length of which is 4k or 2.4 miles.
- 3. Each walker will wear an anklet to track timing. Your time starts the second you cross the starting line, ending when you cross the finish line. Failure to turn your timing device in at the end of the race will result in disqualification.
- 4. This is an individual event and the team championship is determined by the total number of points a team wins by placing first through sixth in any of the eight categories.
- 5. When a judge determines that a walker has ceased to comply with the definition of a walk, the number of the walker is recorded and turned in to the race coordinator at the end of the race during the marshal's conference. Usually three or four steps are used to judge.
- 6. When, in the opinion of three marshals, a competitor's mode of progress fails to comply with the definition of walk during any part of the race, the competitor is disqualified. Those walkers are scratched from the results as though they had not been in the race.
- 7. The judgment call of the course marshals is final.
- 8. Walkers may use personal listening devices.
- 9. No strollers or pets allowed.

Points and Medals: Team score is determined by the points given for the first through sixth place in each category. Individual medals are awarded for 1st, 2nd, and 3rd place in each category.

NOTES





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